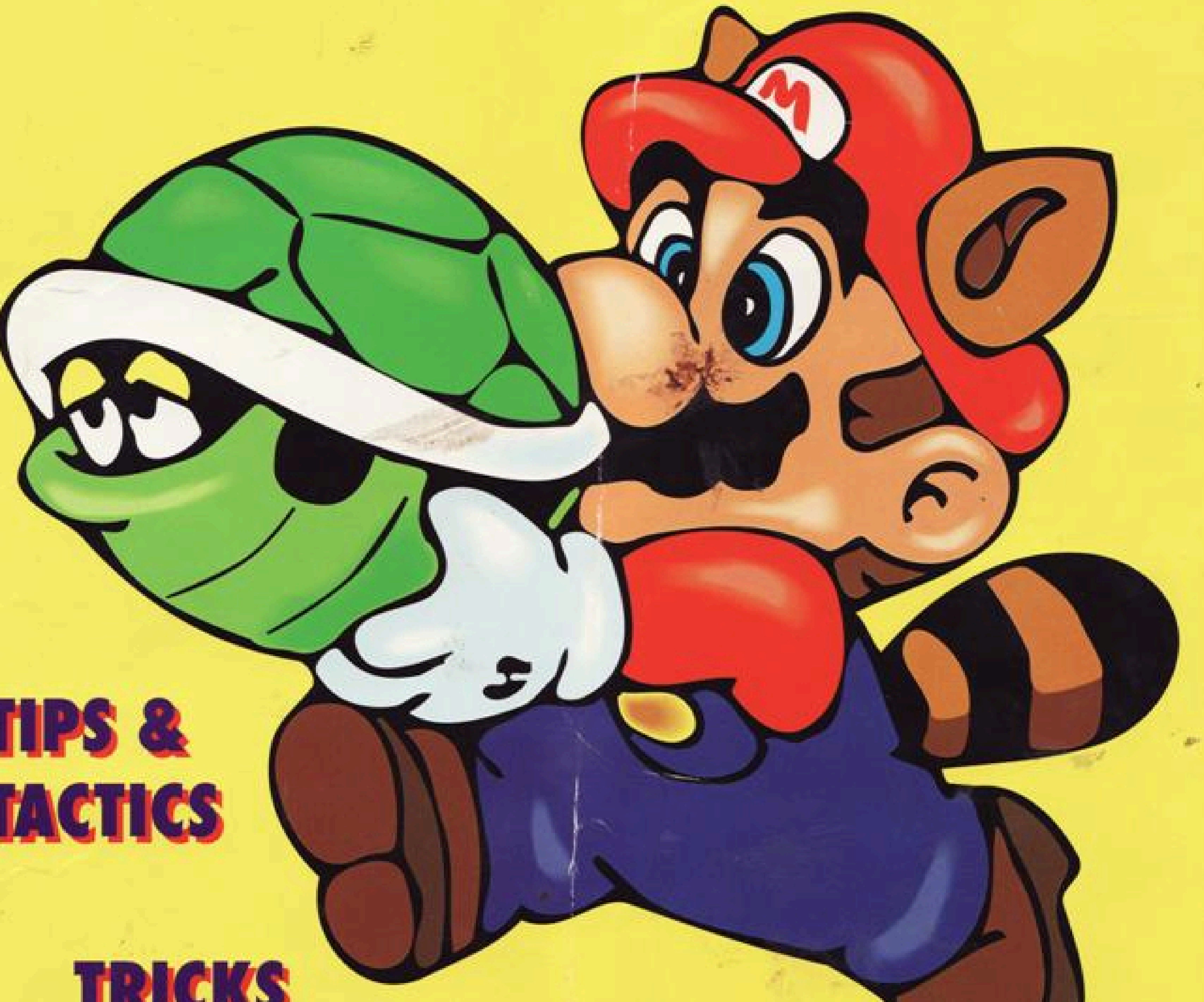
Nintendo®

OFFICIAL STICKER ALBUM



TIPS & TACTICS

TRICKS & CHEATS

MAPS & LEVEL GUIDES

INTERNATIONAL Nintendo® LICENSED PRODUCT™

MERLIN STICKERS

Nintendo®

OFFICIAL STICKER ALBUM

WELCOME!

Hi kids! We are sure you already get hours of enjoyment out of your Nintendo system, be it a Game Boy™ or an NES, but to make things even better, here's some stickers of your favourite heroes, ourselves included of course! We're also featuring some of the baddies we have had to face during our missions – we've taken the King Bowser sticker out of our own book and put it up on our dartboard!

As well as the stickers, we've included handy playing tips so you can keep on increasing your scores.

Most of the games in this album feature us in some way. There's the three "Super Mario Bros." adventures for NES owners, and "Super Mario Land" for the Game Boy™. If you love to see evil germs destroyed then "Dr. Mario" is for you. And if you're into space games you'll love "Alleyway." For the sporting buffs out there we have two classics for you in "Golf" and "Tennis."

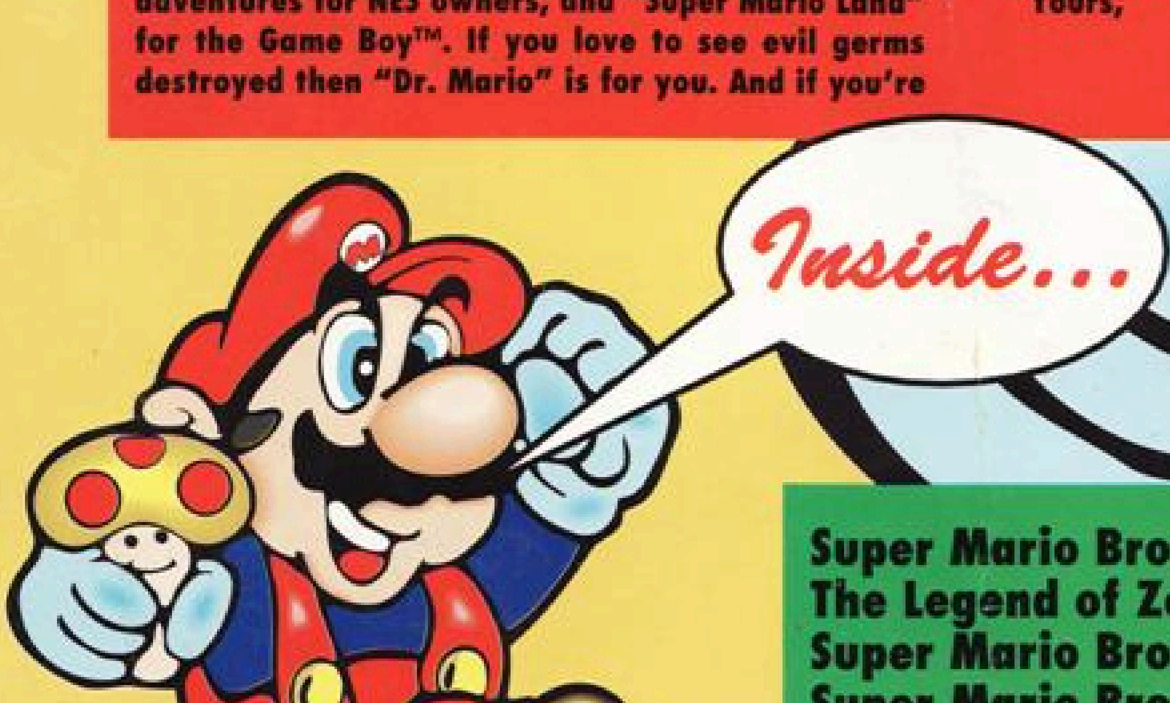
As well as the games we are in, you'll find "The Legend of Zelda" and "Zelda II – The Adventure of Link" to collect for and with these games too you'll find some handy tips and tricks to help you on your way.

Don't worry if you don't manage to collect all the stickers you want or if you want extra ones of your favourites because you'll find out how to order extras from the back of this album.

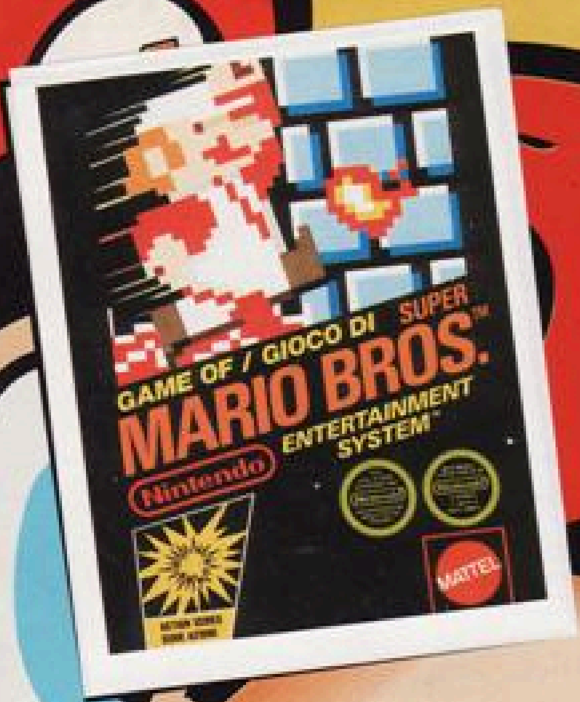
Hope you have many more hours of fun from your Nintendo system, and happy sticking!

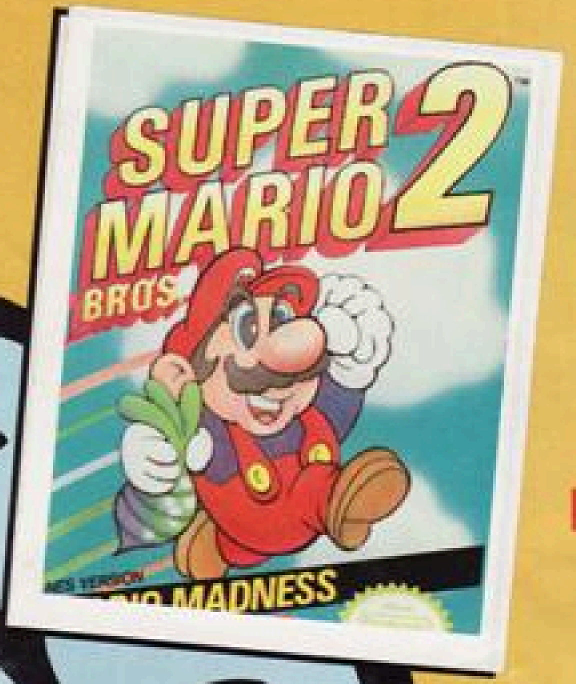
Yours,

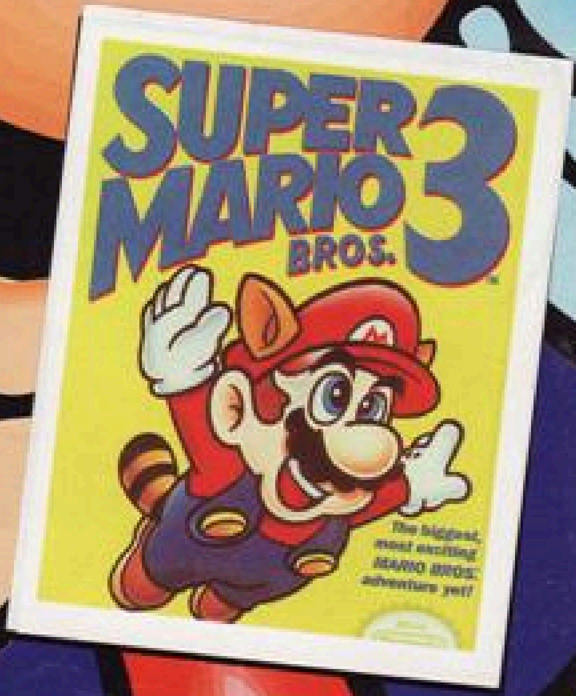
Super Mario Bros

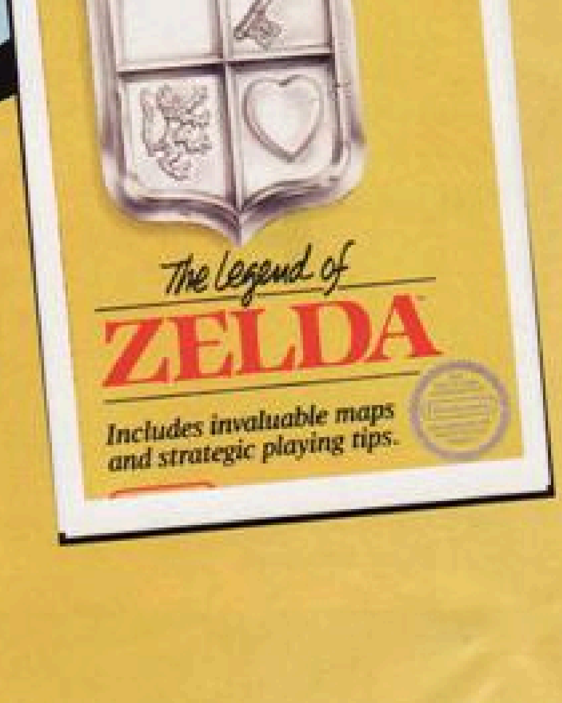


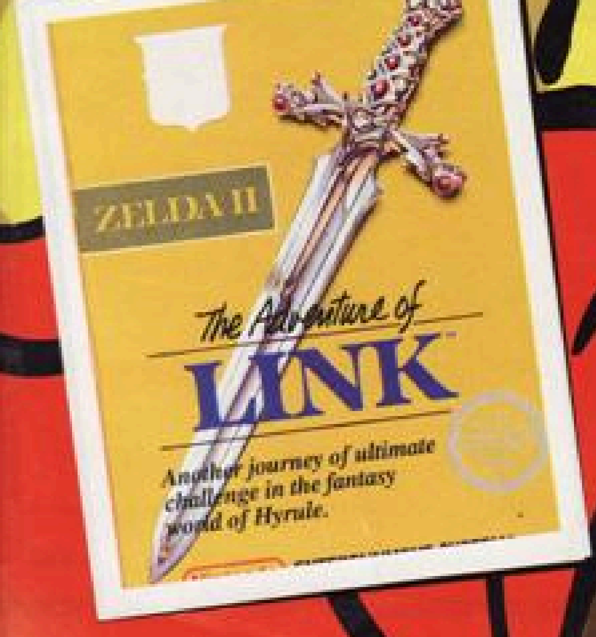
MERLIN STICKERS


SUPER
GAME OF / GIOCO DI
MARIO BROS.
ENTERTAINMENT SYSTEM
Nintendo
MATTEL


SUPER MARIO 2
BROS.
MADNESS


SUPER MARIO 3
BROS.
The biggest, most exciting MARIO BROS. adventure yet!


The legend of
ZELDA
Includes invaluable maps and strategic playing tips.


ZELDA II
The Adventure of
LINK
Another journey of ultimate challenge in the fantasy world of Hyrule.


SUPER MARIO LAND
GAME BOY
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SUPER MARIO BROS.®



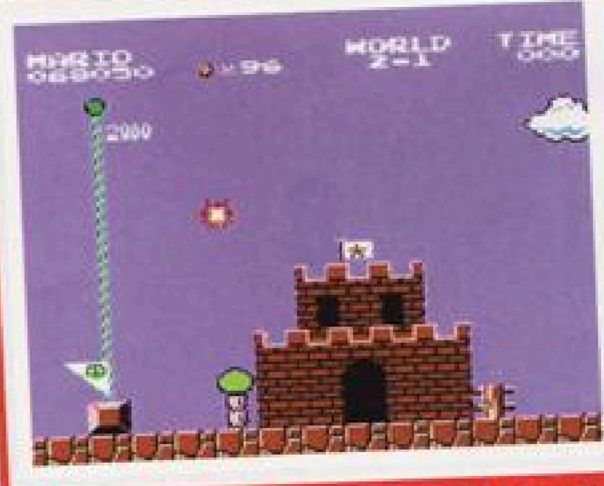
In a faraway land, there was a magical place called the Mushroom Kingdom. There was plenty of food all the year round, and the weather was always beautiful.

The peaceful inhabitants of the Mushroom World were ruled by the gentle Mushroom King and his daughter Princess Toadstool. Everyone was happy and contented but the peace and happiness couldn't last forever.

One day the Koopa tribe of evil turtles invaded the Kingdom and started a terrible war. Led by King Bowser, the Turtle Tribe soon overpowered the brave Mushroom people. Bowser then cast his black magic over the Mushroom people and turned them into stones, bricks and horsehair plants!

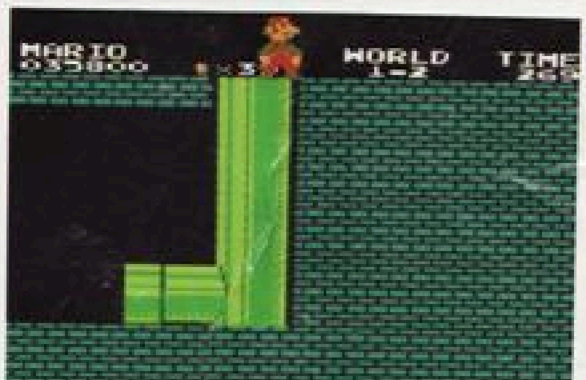
The only inhabitant of the Mushroom Kingdom with the power to free the people from the evil Bowser was Princess Toadstool. But Bowser knew that and locked her up in a deep dungeon in a faraway castle.

Mario heard about the terrible fate of the Princess and the Mushroom people and decided to take action. This is where your adventure begins as you try to rescue the Princess and free the Mushroom people from the tyrannical grip of King Bowser!



If you jump on this at the end of each level you can set off the fireworks display! If the last number of time shows one, three or six when you hit it, you'll earn extra points!







Jump above the ceiling here instead of going into the pipe and you'll find a short cut to other parts of the game!



Can you defeat the evil Bowser and rescue the Princess before it's too late?



It's up to you to rescue Princess Toadstool and the Mushroom Kingdom from the evil clutches of King Bowser.





Luigi joins you to take on Bowser in the two player game.



In World 5-1, jump on and kick the Koopa Trooper to earn over 20,000 points and maybe an extra life!



BEST SCORES

My best scores:

1 ....

2 ....

3 ....

4 ....

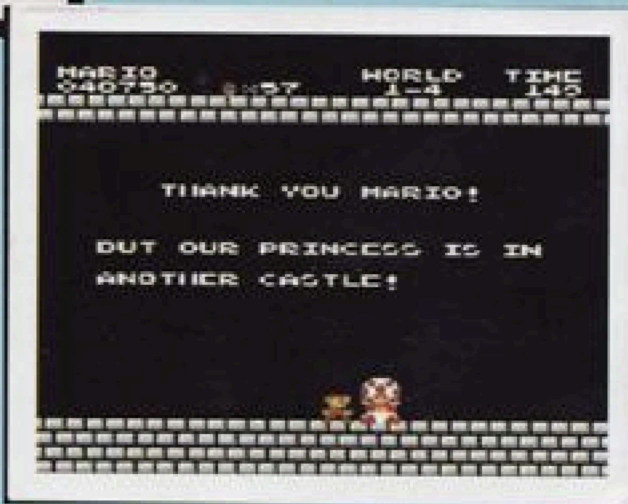
5 ....



For a long, high jump, push the 'B' Button and speed up before you jump.



Watch out for Cheep Cheep. He appears from below and then attacks you from overhead. Press 'A' to swim up and away.



At the end of Worlds 1 to 7 Princess Toadstool's maid is waiting for you to rescue her, the Princess is imprisoned at the end of World 8, you must save her!

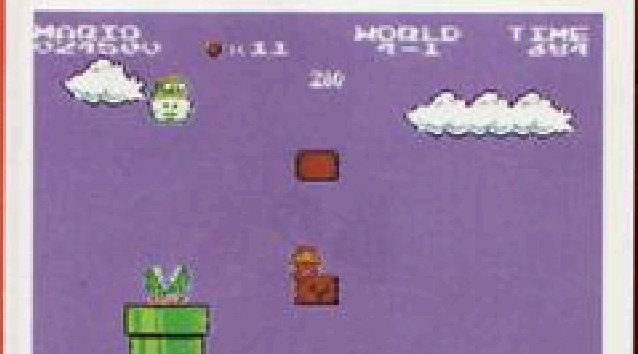
World 2-4



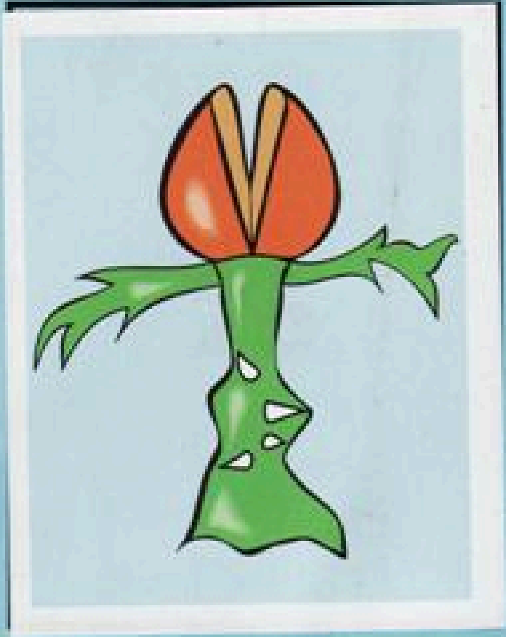


SECRET TIP: When a Koopa Trooper comes down this stairway and reaches the lowest step, jump on him to make him stop moving. Then continue jumping on him and score a 1-Up for every jump!

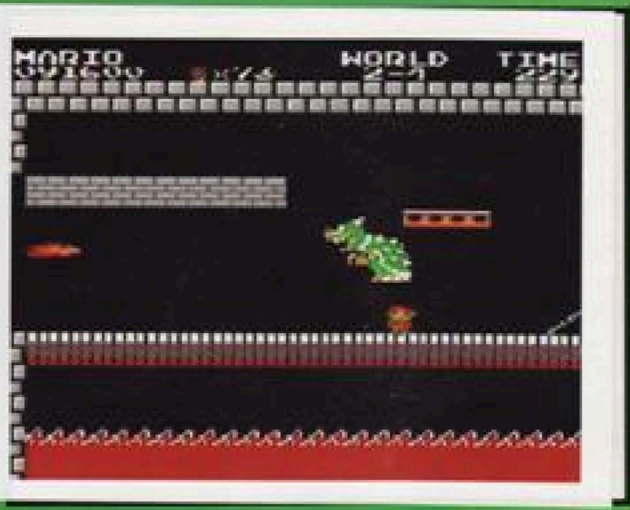


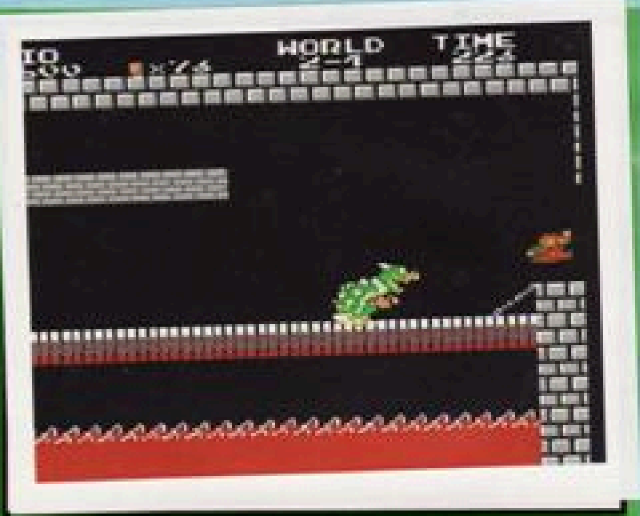


Lakitu appears riding on a cloud and can only be destroyed if you jump on him from above. He's very persistent, though, and drops spiny eggs on Mario.



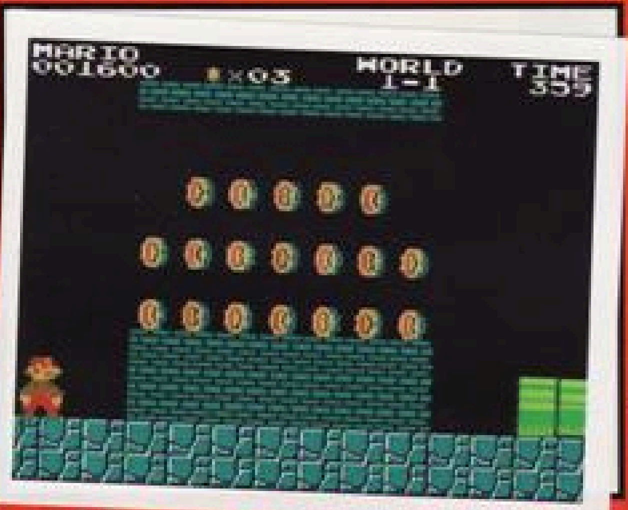
If you're Fiery Mario you can destroy the Piranha Flowers with a Fireball.



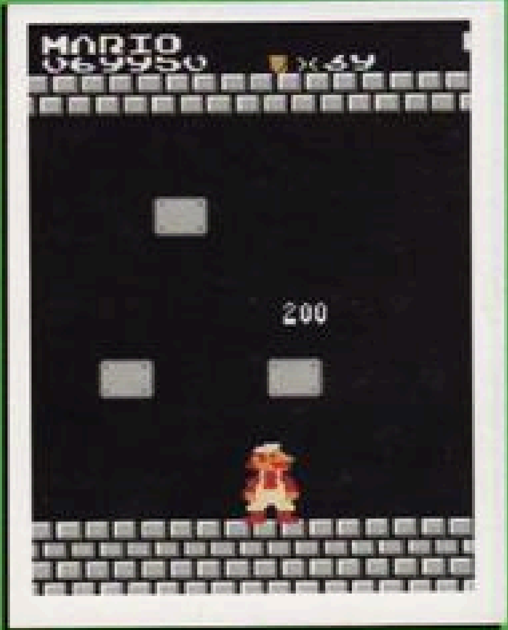


To kill this bad guy, run underneath him then race across to the drawbridge lever!

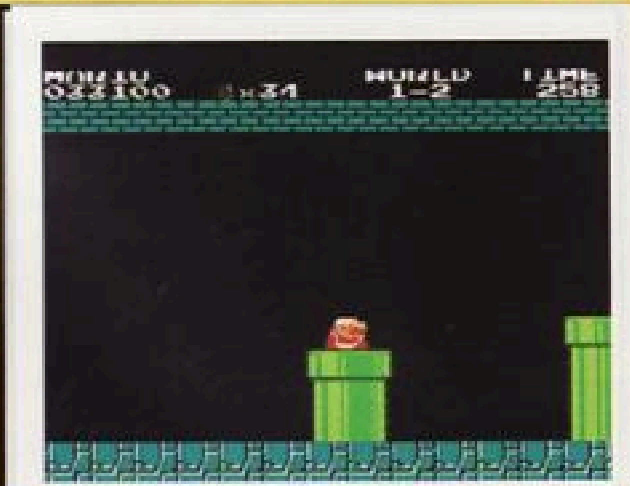




Find the secret coin rooms. Collect 100 coins and earn an extra life!



Here you'll find a bonanza of hidden coins for your stash!



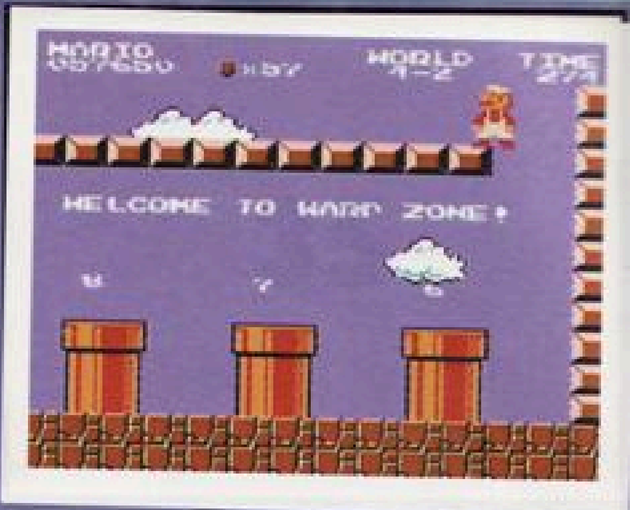


This pipe in World 1-2 leads you to a bonus stage. Drop down it and get the coins!

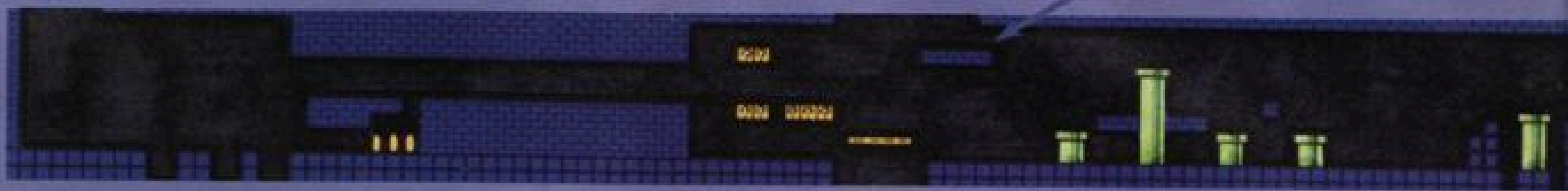


Find the Mushroom Block here in World 1.





Find the hidden blocks here to reveal the beanstalk. Climb the beanstalk and enter the Warp Zone to Worlds 6,7 or 8.



World 4-2



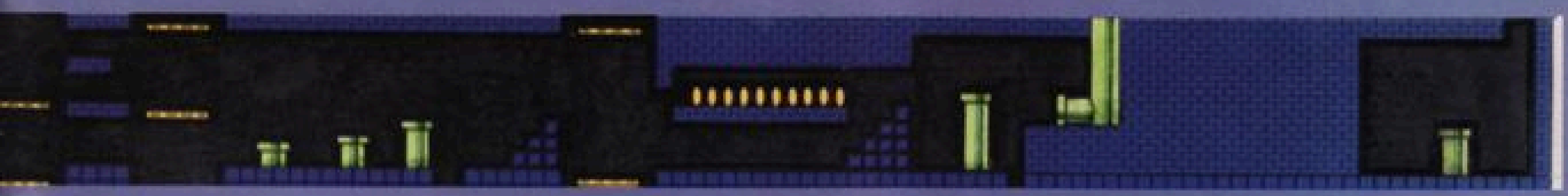
To jump to the Goal Post at the end of a world, get Mario on the left edge of the top step then accelerate using the 'B' Button and jump with the 'A' Button. You can score 5000 points.



The Hammer Brothers: these twin turtles always stick together and block Mario's way. Dodge the hammers they throw at you and you can get high points if you destroy them. Throwing fireballs or hitting the bricks they're standing on can do this!

Koopa Paratroopers float slowly in the air. The green ones are a bit more dangerous than the red ones but when you step on one they lose their wings and become the same as Koopa Troopers.







Kick and Kill! After you smash a turtle, run up to him and kick him. your score will go up by 500, 800, 1000, 2000, 4000, 5000, 8000 or a 1-Up.



KEEP ON RUNNING! To make Mario speed up simply hold down the 'B' Button and move.



In World 2-1, use the mystery block to punch the blocks above you. A beanstalk will appear when you hit the block shown and if you climb it to the Sky Bonus level, you'll find lots to collect!

THE LEGEND OF ZELDA™

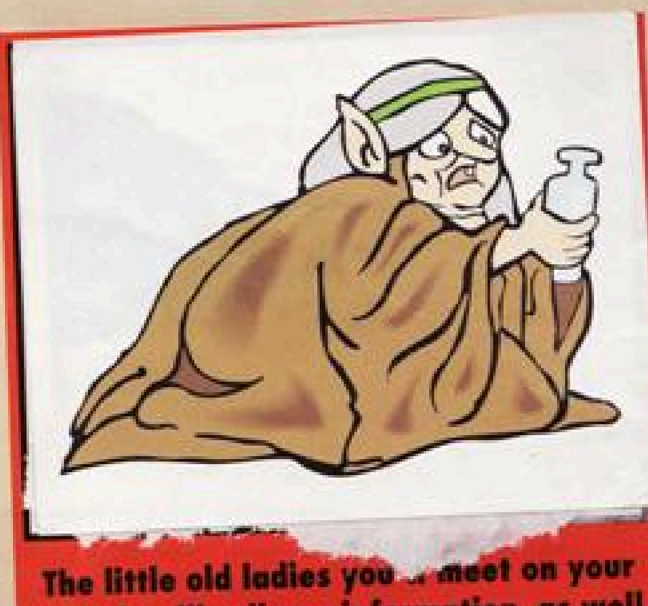


Long ago in the region of Hyrule, there was a golden triangle called "Triforce" which possessed mysterious powers. One day its power was stolen by the Evil Ganon, as part of his conspiracy to rule the world with darkness and terror.

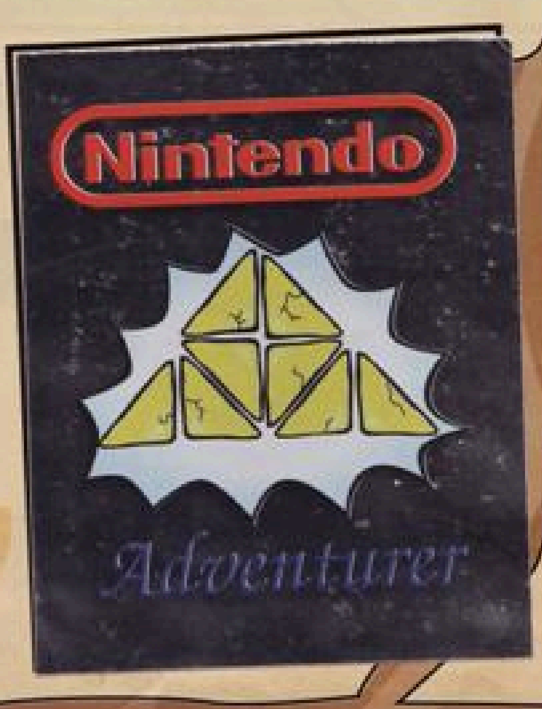
Princess Zelda sent her nurse Impa to find a brave hero to overthrow Ganon. Afraid of the tyrant, Zelda divided the triangle into eight pieces and hid them, so that Ganon could not steal the Wisdom of Triforce.

Ganon learned of Zelda's plan, captured her and sent pursuers after Impa. Eventually Impa was caught, and all hope seemed lost. But then a young man called Link appeared! He skilfully overcame the pursuers and saved Impa. She told Link the whole story of Zelda's capture and he decided to rescue her. To overthrow Ganon and get to the Princess, Link must find and assemble the eight hidden pieces, to complete the Wisdom of Triforce.

You are Link in "The Legend Of Zelda" and your adventure takes place in both the beautiful Overworld and the complex Underworld mazes, where the pieces are hidden. You have a huge variety of enemies standing in your way, from small ogres and octopi (Octoroks) to giant centipedes. Luckily there are also people to help you and ladders, weapons and jewellery to collect. Your sword and shield vary in power depending on the bonuses you've collected. Use your resources as best you can and good luck!



The little old ladies you [illegible] meet on your travels will sell you information, as well as the Water of Life, from their caves.





If you save a fairy from the enemies, your Hearts of Life will be restored.



If you register this name at the start of the game, you can jump straight into the second quest without completing the first!



Link will come across many merchants during his travels and you must take every opportunity to trade with them. Keep your eye out for one who sells shields in his cave.



Princess Zelda is held captive in Death Mountain and you've got to defeat the evil Ganon in battle, to rescue her and save Hyrule.



BEST SCORES

My best scores:

1 ....

2 ....

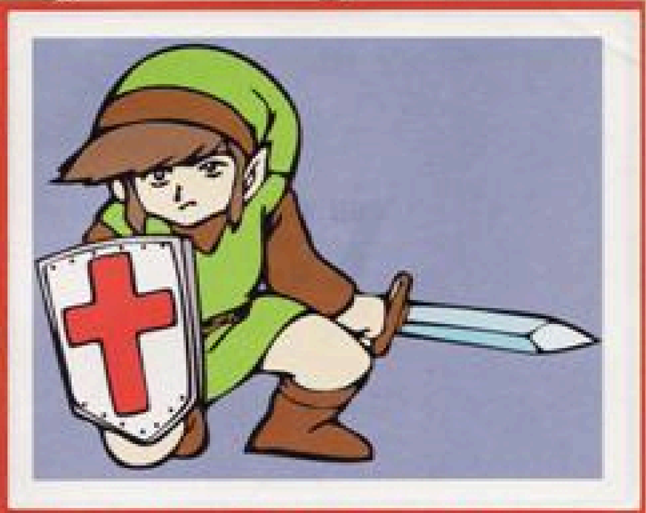
3 ....

4 ....

5 ....



Link's life force is shown by red hearts in the corner of the screen which become white as you lose strength. When all of them are white, the game is over.

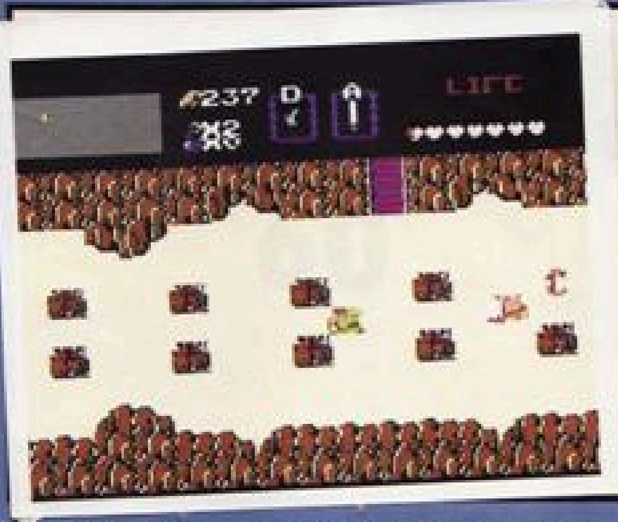


You can recover from damage in several ways – find the fairies for hearts, drink the Water of Life or collect the Triforce.



You must have the correct keys to open doors in the mazes. The regular key can only be used once but the magical key can be used as often as you like.





Link can boost his power if he finds this Bracelet. It's exact location is unknown, however, so you'll have to think hard to find it, but it's well worth the effort! Push the far right statue in the screen above to uncover the Power Bracelet.



Candles light up the Underworld mazes and you can hurt enemies with the flames. Use the blue one only once and the red one repeatedly.

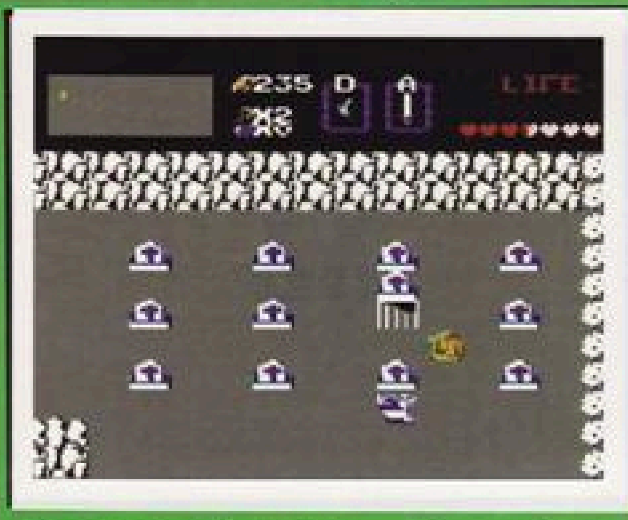
You'll have to defeat Aquamentus. He shoots beams at you in three directions so keep on moving! Collect the heart, when you have defeated the guardian, to boost your energy.



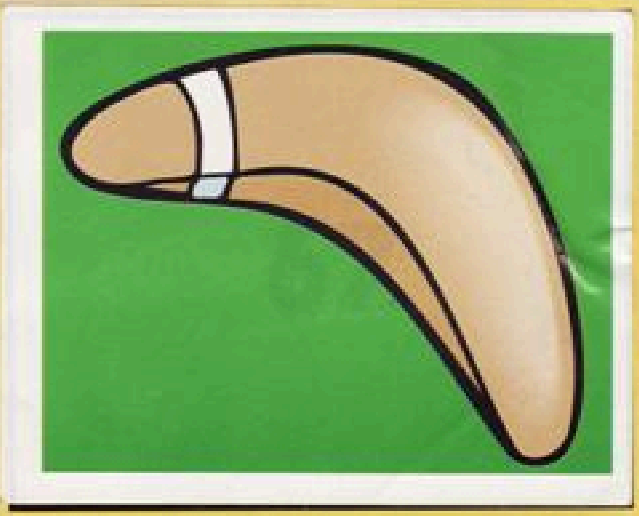




Use the bomb to open the entrance to Level 9 here.

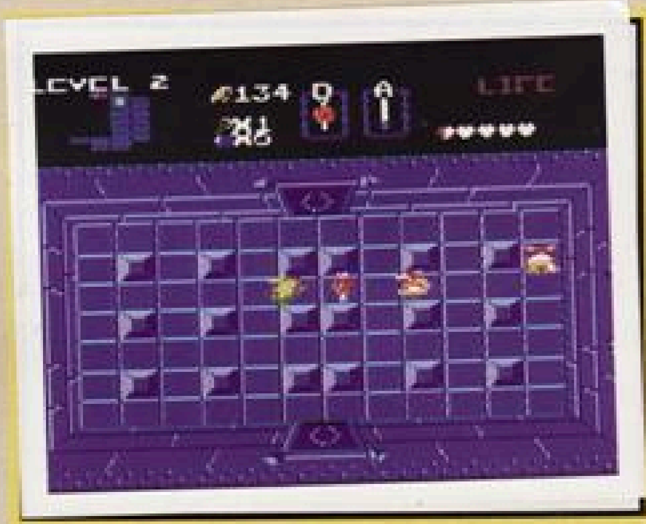


To find the Magical Sword in quest one go to the top right hand corner of the graveyard and push the stone shown.



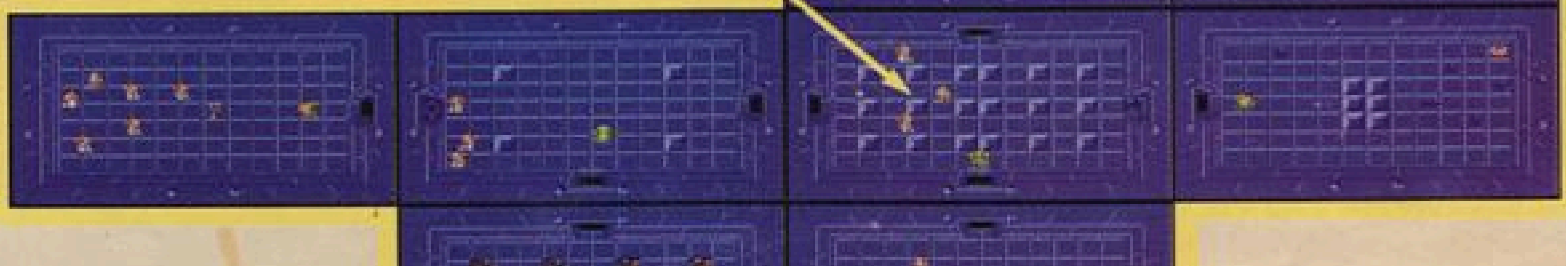
In this screen you'll find a magic boomerang as well as many rupees.

LEVEL TWO



A quick way to kill Goriyas is to use Enemy Bait. As they gather around it you can bomb them or use another of your weapons.



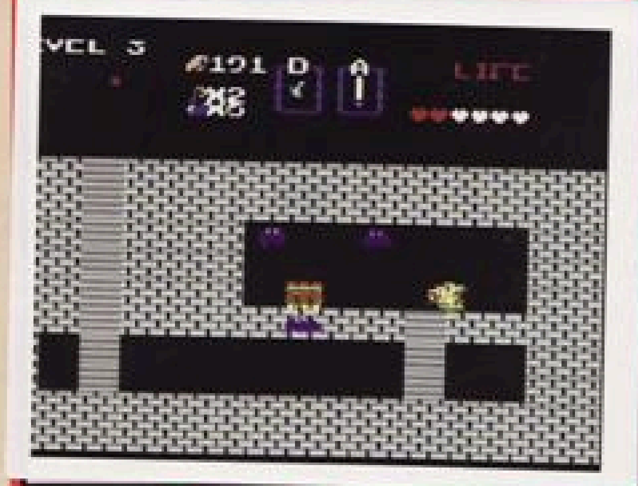




Push this block to reveal a secret entrance!



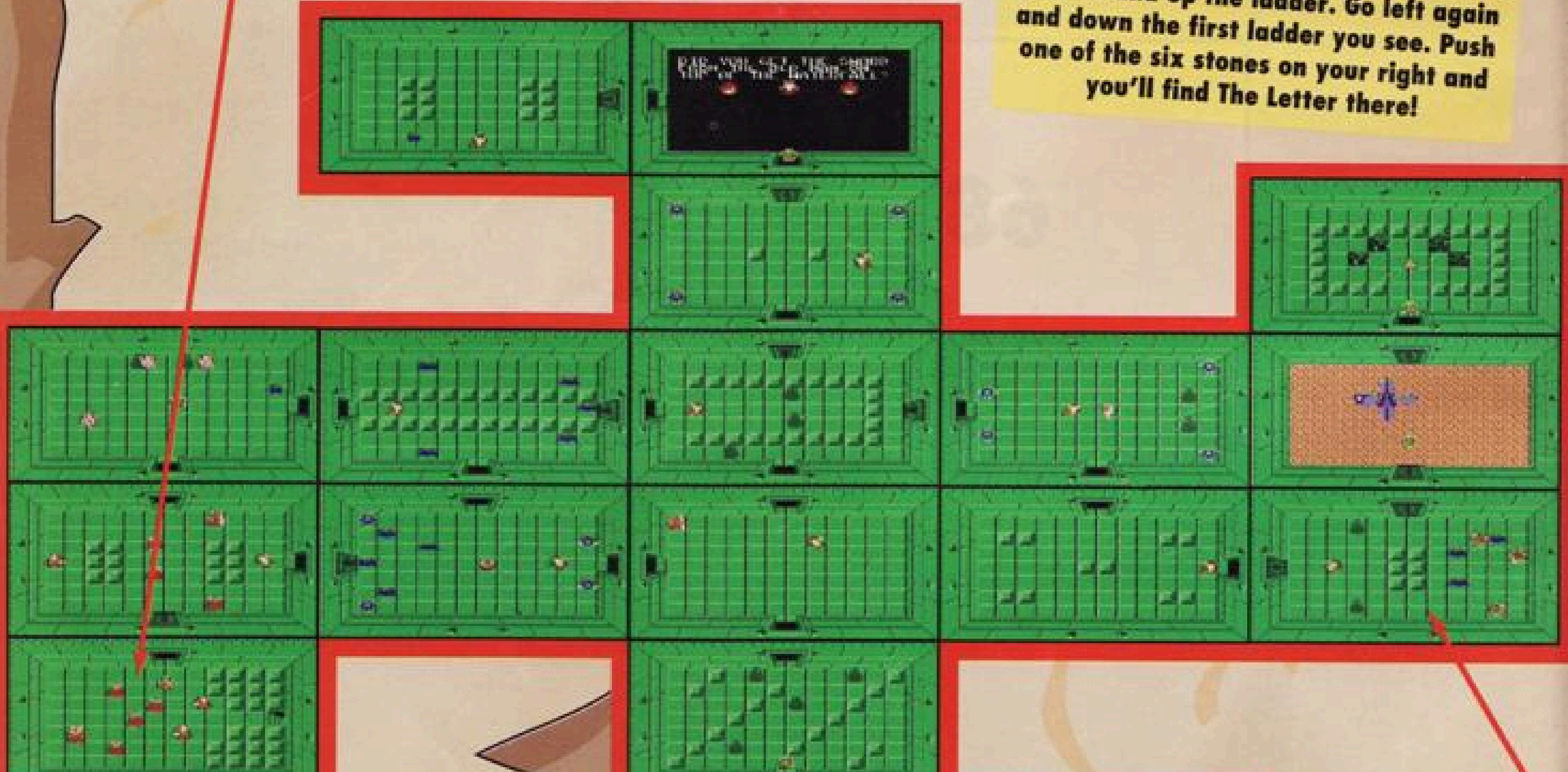
Destroy the Darknuts by hitting them in the back!



The raft allows you to travel to new shores.



To find The Letter in the second quest, go to where the Power Bracelet was in the first quest. Go up, then left as far as you can and up the ladder. Go left again and down the first ladder you see. Push one of the six stones on your right and you'll find The Letter there!



LEVEL THREE



Bombs are fatal to your enemies. Pick them up whenever you can but remember you can only have eight in your possesion at any one time.



Be careful not to get grabbed by the mystical 'Wall Markers'!



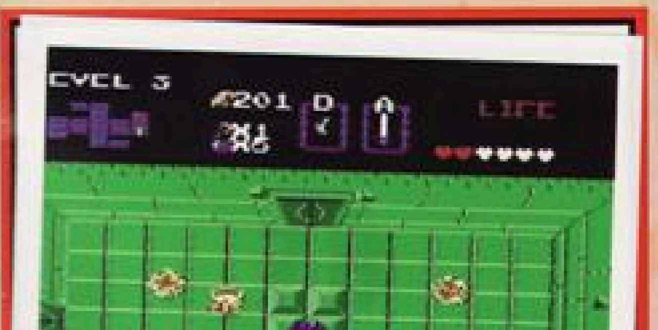
Discover the entrance to Level 3 here.



Beware of the bubbles in this room since they can make your sword disappear for a few seconds.



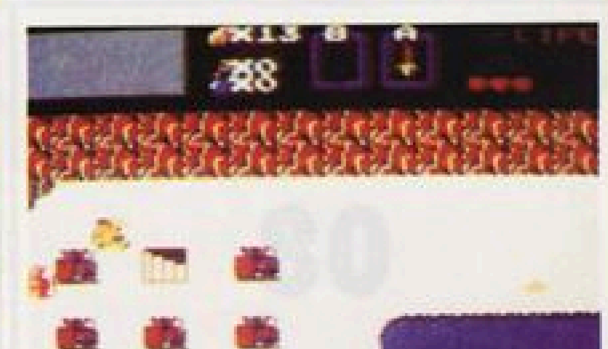
You'll meet the Level 1 Guardian here.



Destroy everything in this room to get through the door to Manhandla.



The Level 1 entrance in the second quest is in the same place as in the first quest, although the inside is very different!



To find the entrance to Level 2 in the second quest, head up one screen from the start then go three screens left and three up. Push one of the statues to reveal the staircase.

SUPER MARIO BROS. 2®



At the end of the first Super Mario Bros. adventure, when Princess Toadstool had been rescued and the Mushroom people freed, the Princess had something important to tell Mario; "Thank you for freeing us Mario! To show how grateful we are, we've prepared another quest for you."

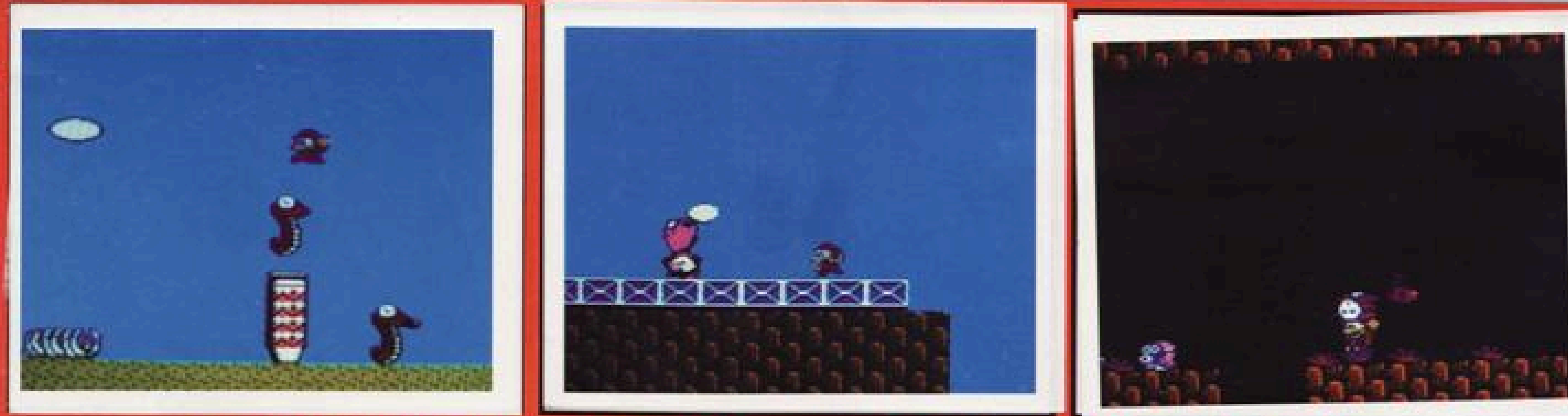
If Mario wasn't exhausted enough after that first quest, this piece of news did the trick! He fainted and woke up later in another world. It was similar to the Mushroom Kingdom and once again Mario had to rescue Princess Toadstool.

The dreamland of Subcon was held captive by the evil Wart and an army of allies are out to stop Mario, including Trouters, Shyguys and Pidgits. Once he's got past all these baddies, he must come face to face with Wart. Luckily for the popular plumber, he has the help of brother Luigi, the Toad and the Princess.

Take great care as you guide Mario through all the dangerous worlds of Super Mario Bros. 2...



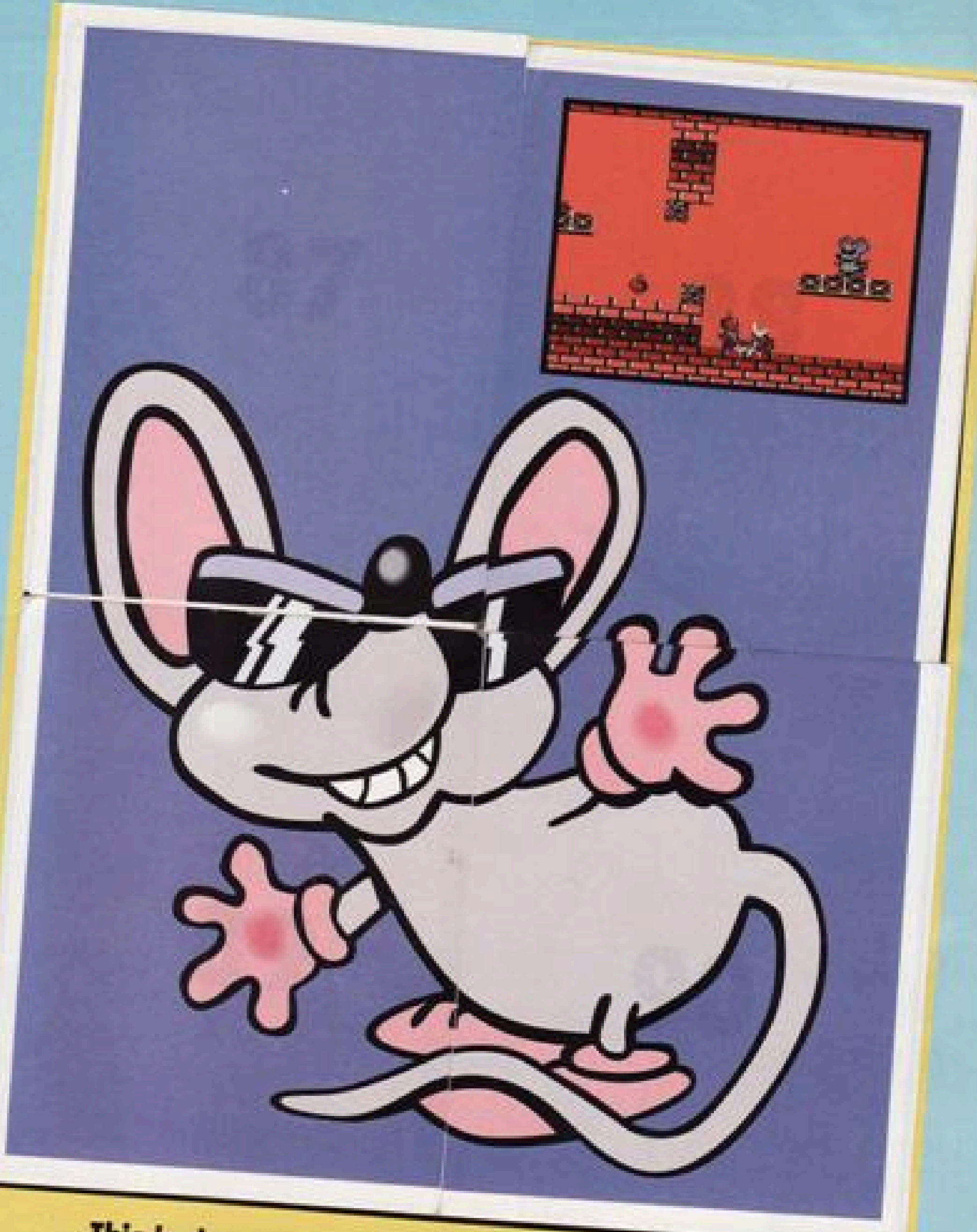
In map three of World 5-3 you'll find two jars with Shyguys bursting out of them. It looks worse than it is though as all you need to do is cover them with mushroom blocks.



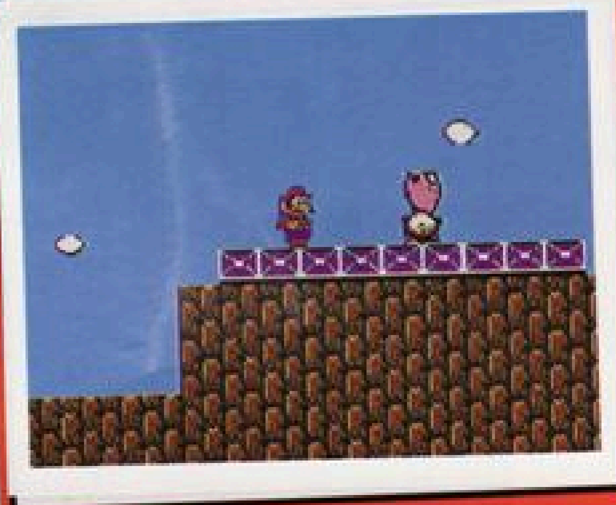
You are able to use all manner of items as weapons, including the actual enemies themselves. Simply pick them up and throw them in the desired direction!



In World 1-1 you'll need to watch your step as you jump on and off the floating logs. Make sure you don't jump until you see the top of the first log or you'll fall below!



This bad guy, your final enemy in World 1, tosses bombs at you. Wait for a break between explosions, catch a bomb and toss it back on to his ledge!



Beat Birdo at his own game. Jump on his eggs, pick them up and throw them back at him! Three direct hits and he's out!





BEST SCORES

My best scores:

1 ....

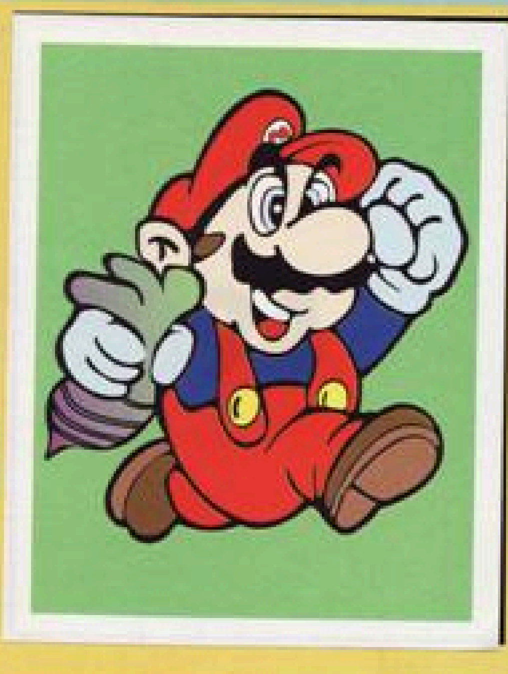
2 ....

3 ....

4 ....

5 ....



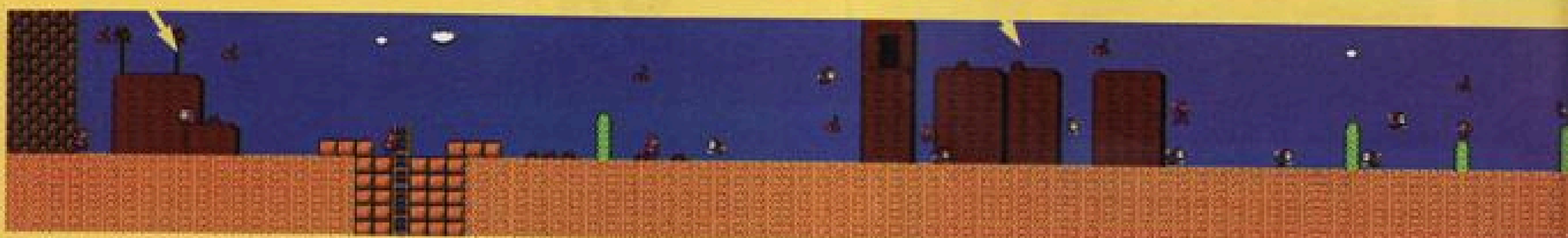


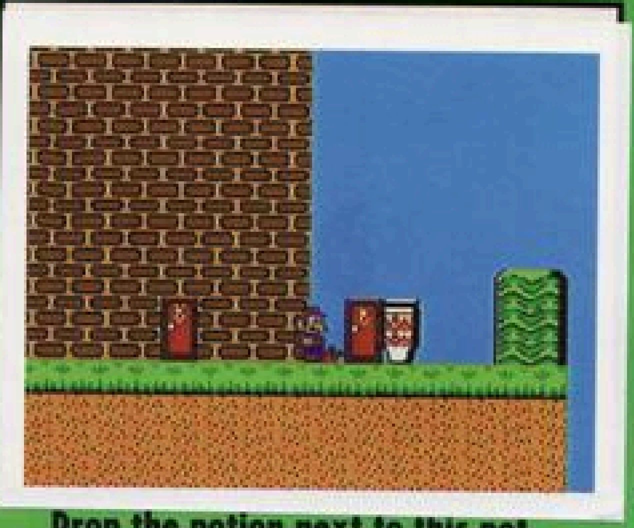
To throw vegetables at your enemies, stand on top of a grass patch, push the 'B' Button and pull out a radish or a turnip. Push 'B' again and you'll hit the baddies!



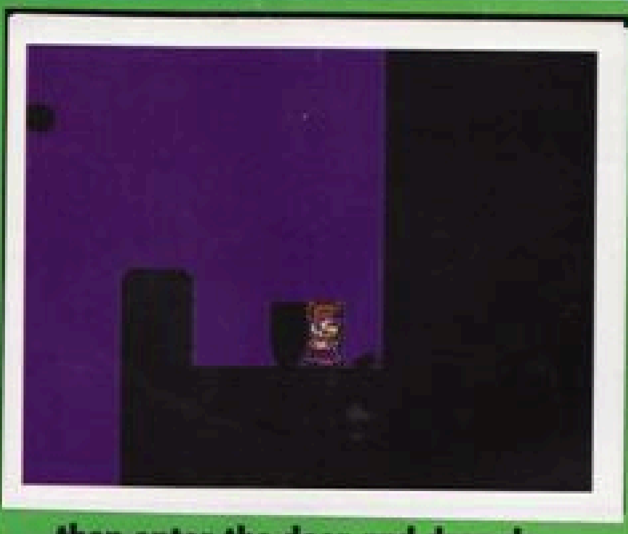
If you miss the key in this screen, you won't be able to continue on your quest to save the Princess.

World 2-3

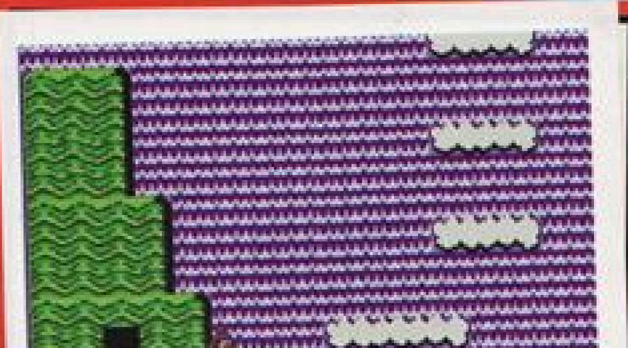




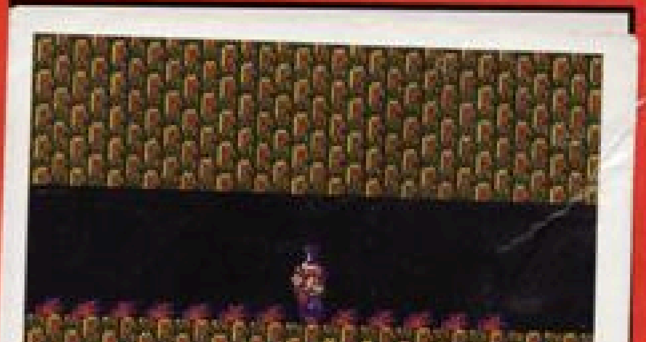
Drop the potion next to this pot...



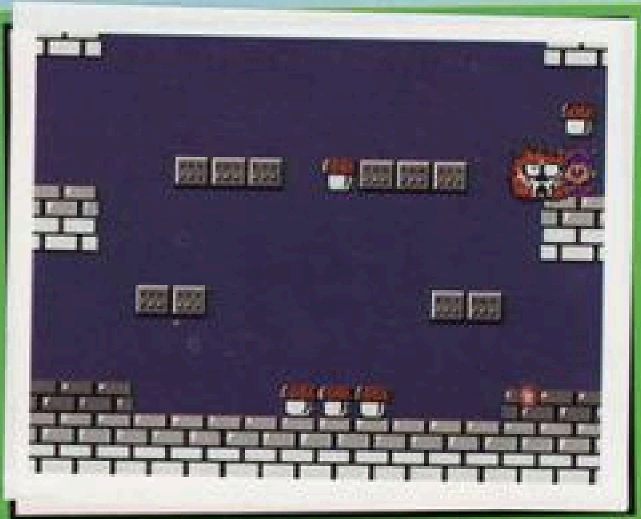
...then enter the door and drop down.



Drop down here to find...



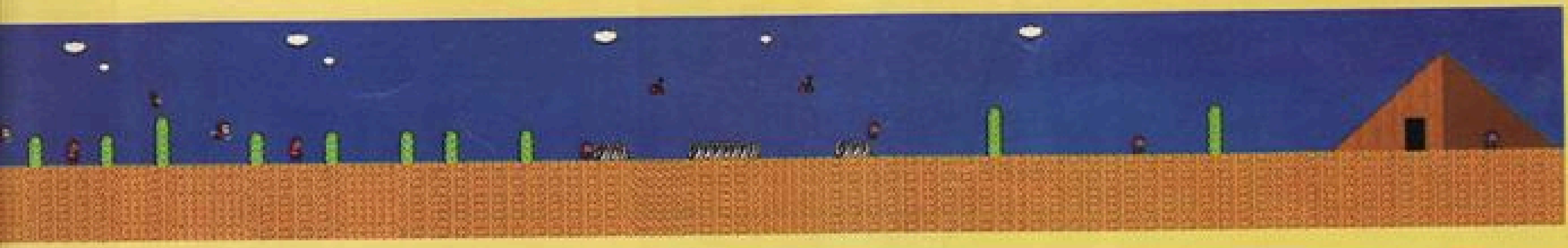
...a secret stash of coins.

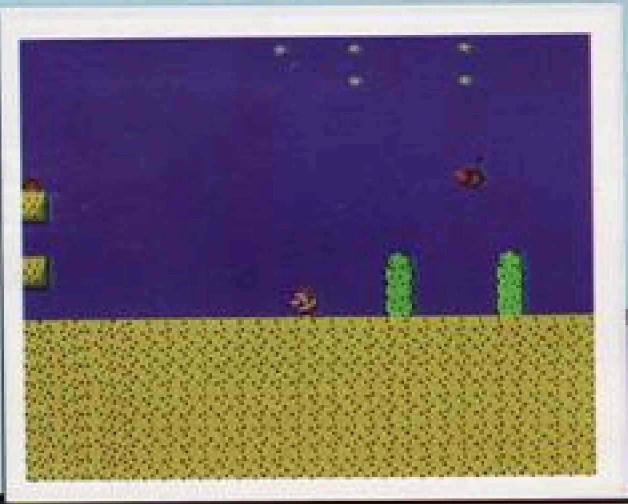


Another Big Boss to contend with. Keep your cool, though and shower him with mushroom blocks!

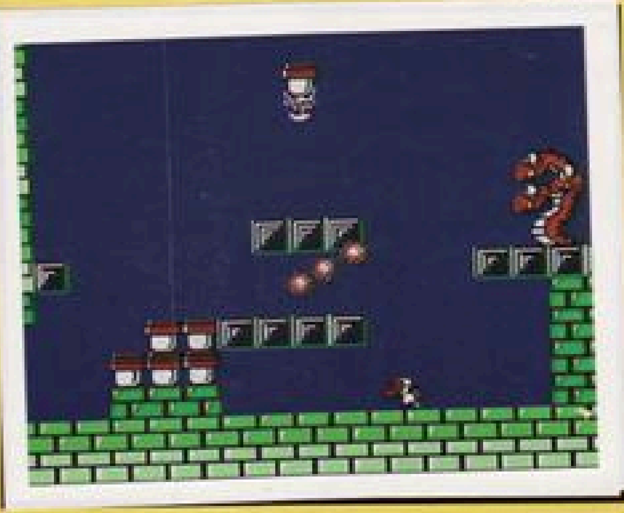


Travel skywards on the Magic Carpet.



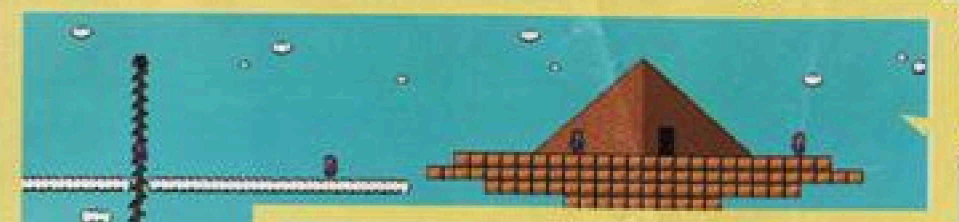


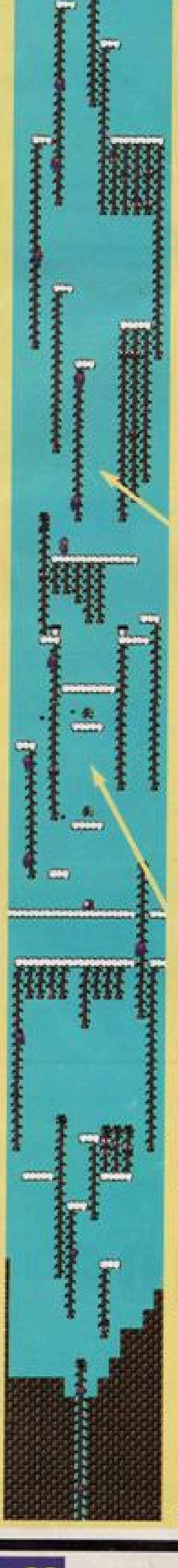
The quicksand will pull you under if you stay in one place too long so keep pressing 'A' or jumping to cross it quickly. Watch out for Cobrat, though!

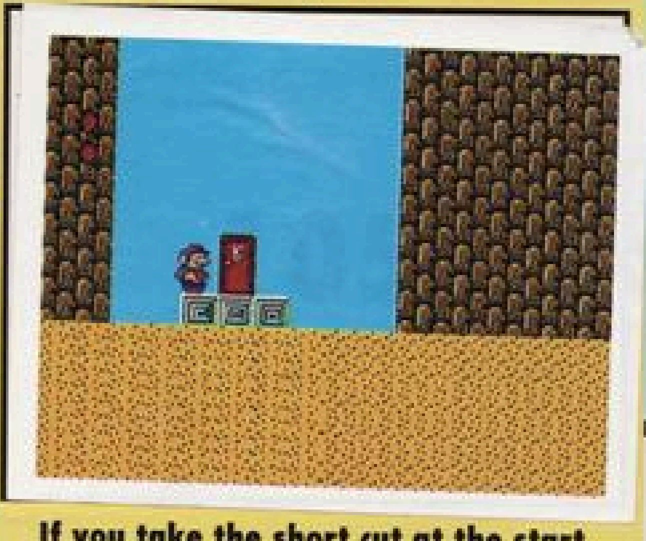


The boss of World 2-3 is a tough character. You can defeat him, though, by showering him with Mushroom Blocks – three strong hits should do the trick.

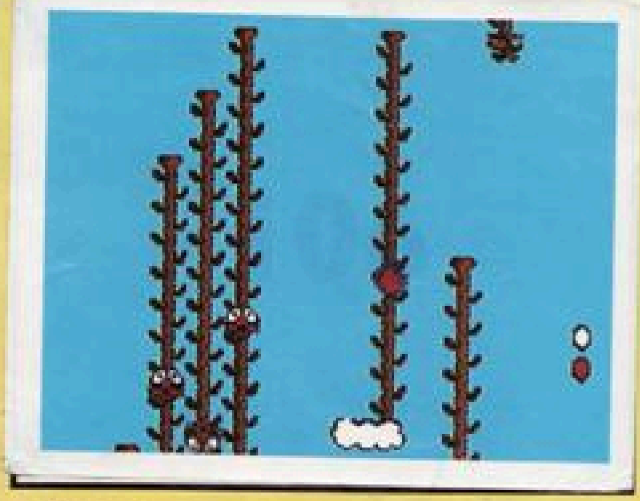








If you take the short cut at the start you'll end up here!

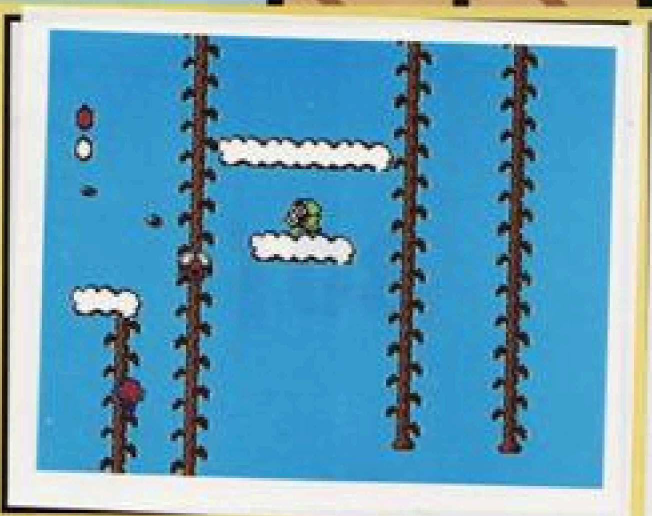


Climb the vines on your left here. You'll see three Hoopsters above you if you go right. Keep to the left if you don't want to jump through the hoops.



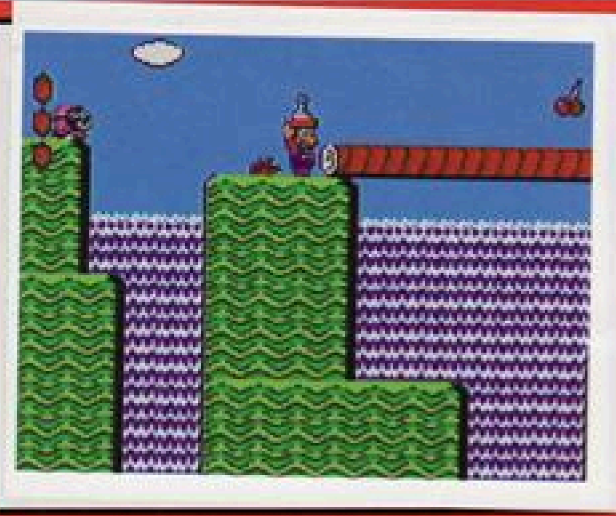
World 6-3

In the first part of World 6-3, grab the potion and jump across the quicksand and enter the Sub-Space on the second bone. There's a mushroom on the cactus here. Don't drop your potion on the sand though, as it will sink without trace.

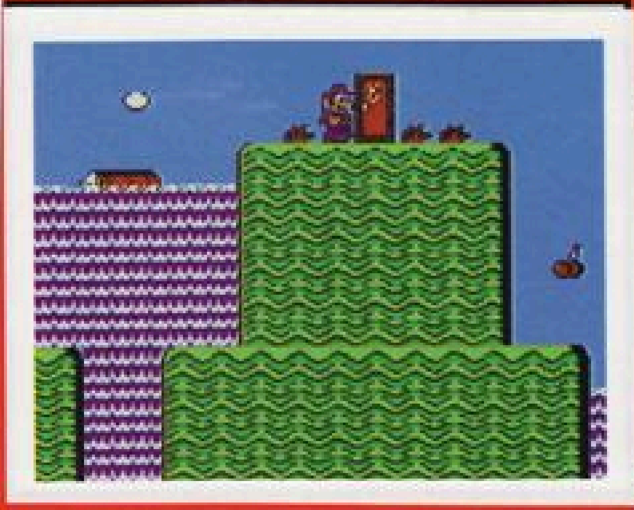




The Snifits on the vines blast you as you climb. Watch the height of their shots then get as close as you can and whizz up the vine as soon as they pass!



Collect the potion here...

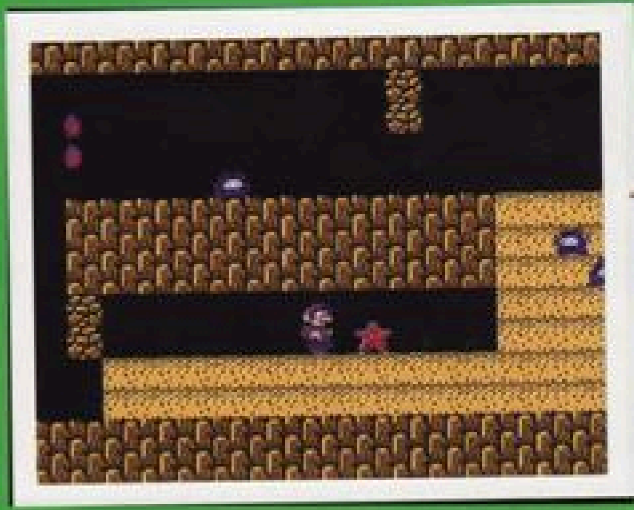


...but drop it in a better place.

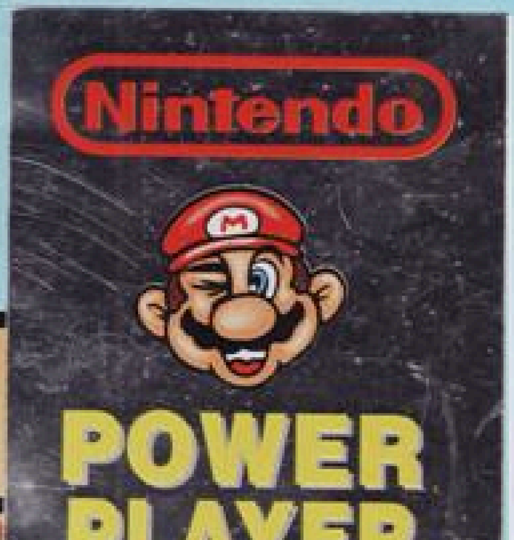


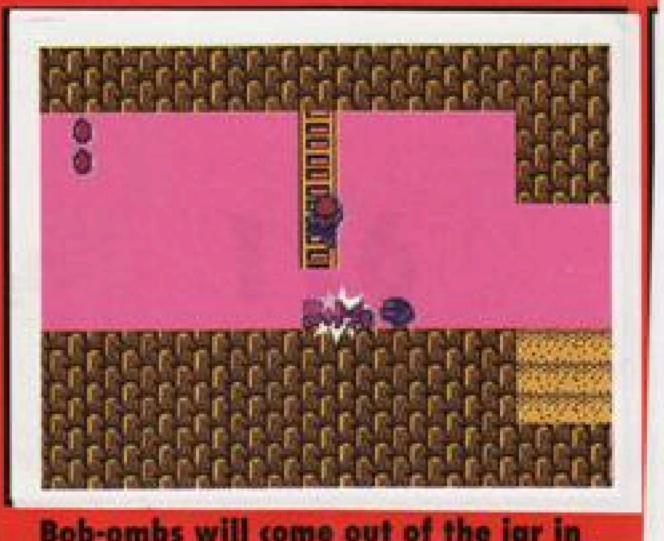
Play the Bonus Chance Game and try to get extra lives, to help you beat the bad guys and save Subcon.

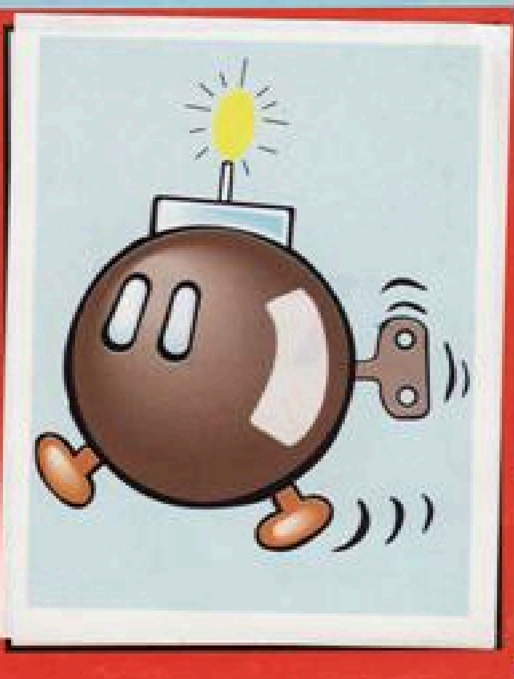




In Map 2 of this world don't blow up the wall as you normally would but use the four cherries you collected on your way instead. Destroy the lower wall, grab the fifth cherry and Starman, then take off!

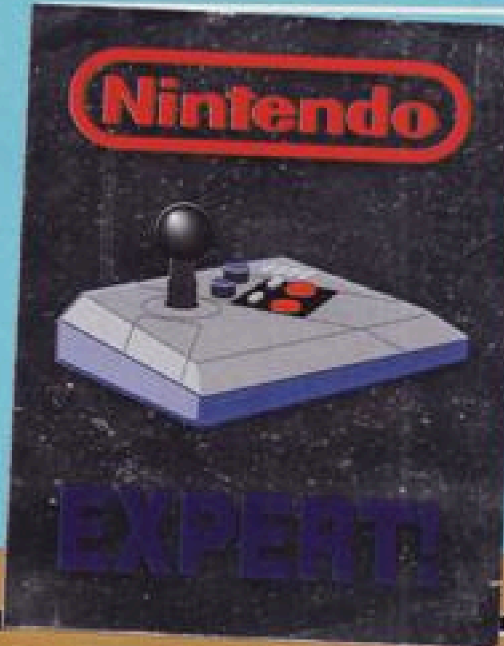






Bob-ombs will come out of the jar in World 6-3 one after another. Climb up the ladder and wait – they'll explode on their own and destroy the jar.

SUPER MARIO BROS. 3®



Two adventures completed and Princess Toadstool rescued twice. Surely Mario hasn't got the energy for yet another quest? Oh yes he has...

In "Super Mario Bros. 3", there are initially seven worlds to conquer, each containing an offspring of the evil King Bowser. They have stolen the wands from the kings in the Mushroom World and turned the kings into different animals. Mario must get the wands and return them to the kings, so they can be turned back to normal. And once through the first seven worlds, Mario must defeat Bowser in the eighth...

Mario has many special powers in this latest adventure to help him beat the baddies. These include a racoon costume, which allows him to fly and whack the enemies with his tail while Fiery Mario can chuck fireballs at the opposition! With the frog suit, Mario can swim like a... frog! If all that wasn't enough, Hammer Mario's shell is bulletproof and he can knock out nearly every enemy!

This is of course Super Mario *Bros.* and once again Luigi is there to help out. It's now up to you to take control of the brothers and save the Mushroom World!



Morton



Roy



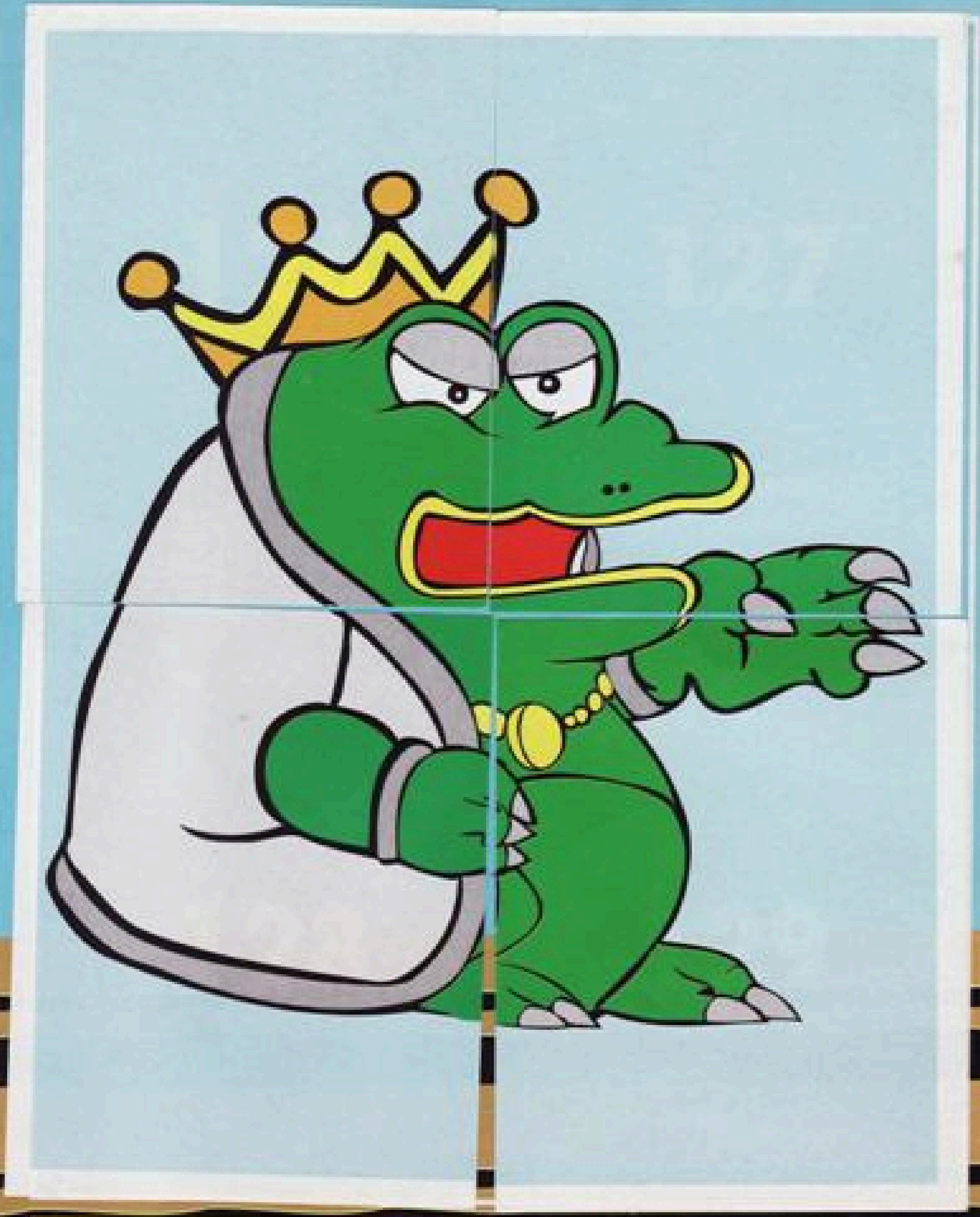
Ludwig



Larry



Lemmy



If you thought that Wart from Super Mario Bros. 2 was tough, wait until you meet up with the weird and wicked Bowser (and his children) for your long overdue rematch!



Iggy



BEST SCORES

My best scores:

1 ....

2 ....

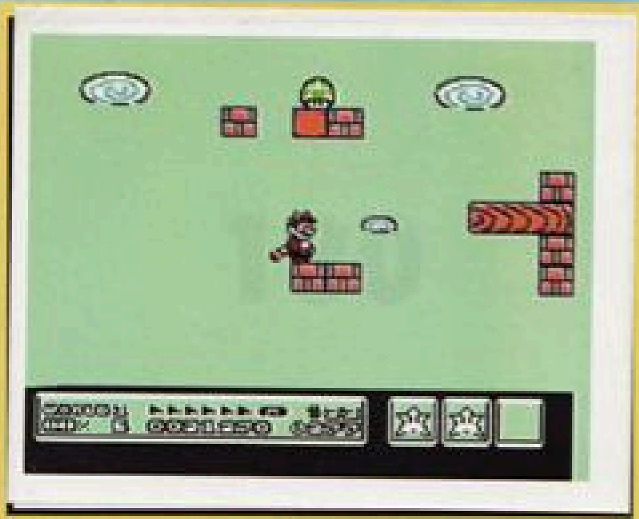
3 ....

4 ....

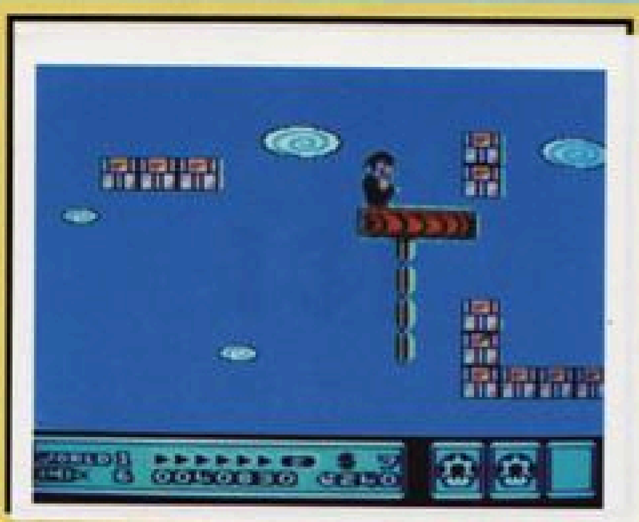
5 ....



Wendy

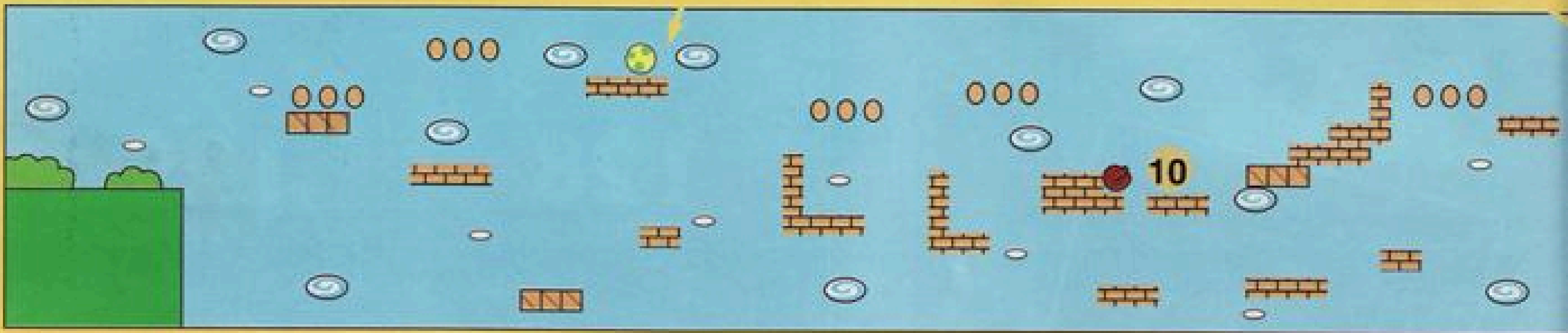


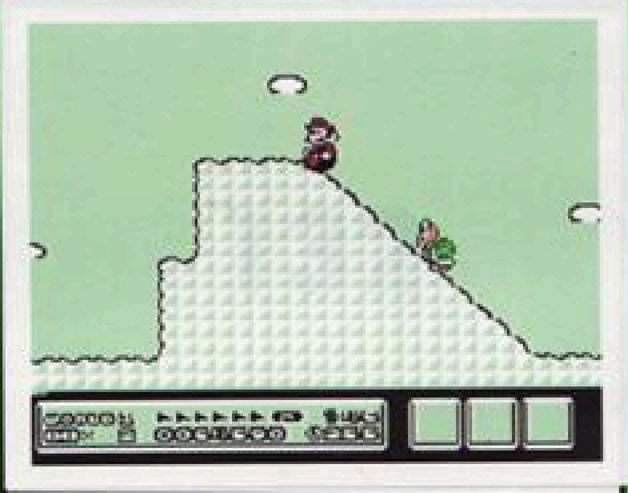
You can only collect this 1-Up if it falls towards the right, so remember to hit the block on the bottom left.



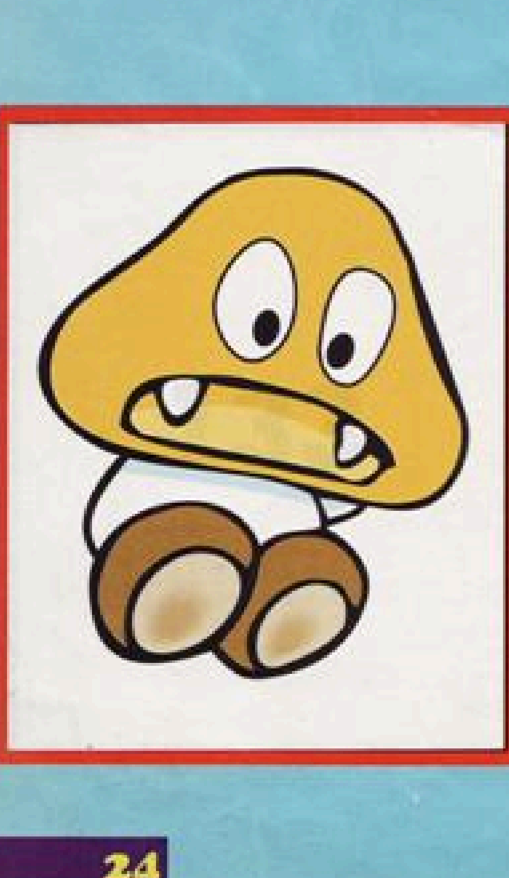
Jump on the falling ramp to collect these coins, but beware of dropping off the bottom of the screen!

World 1-4



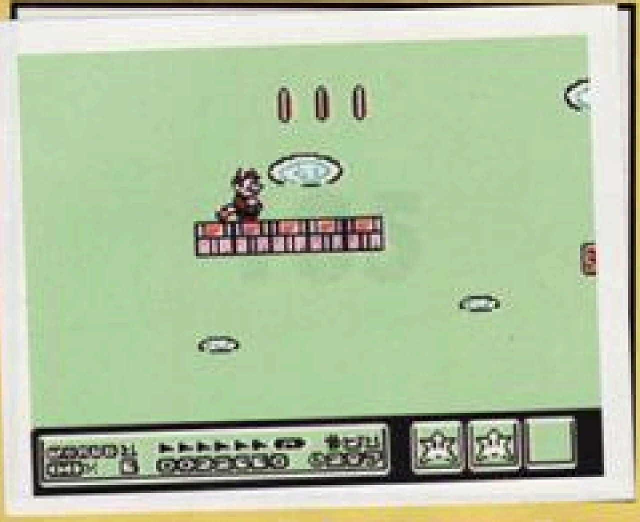


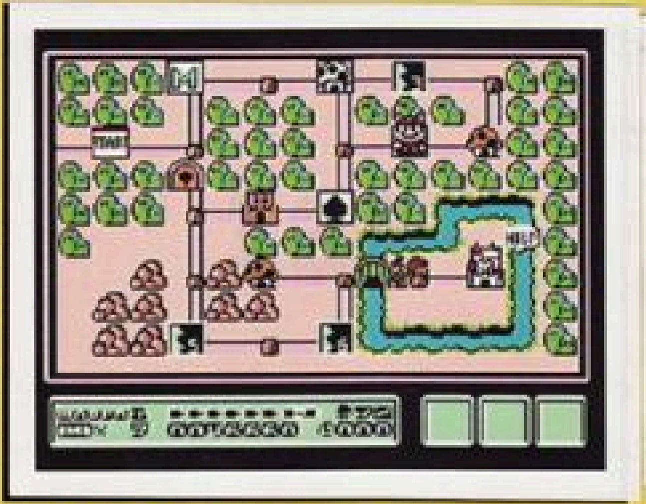
Slide down slopes to knock out approaching enemies.

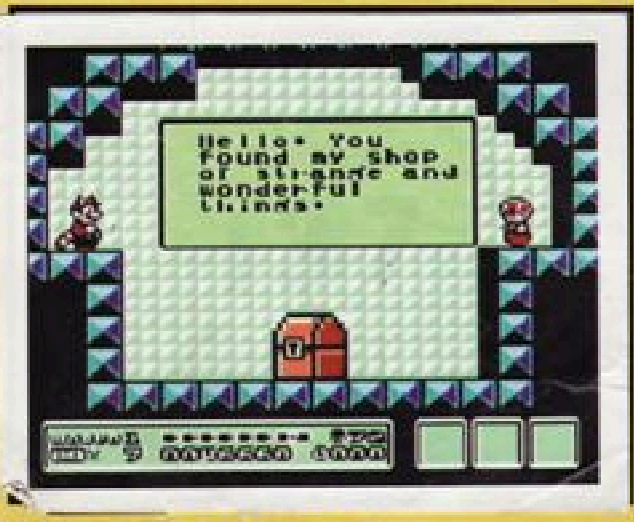




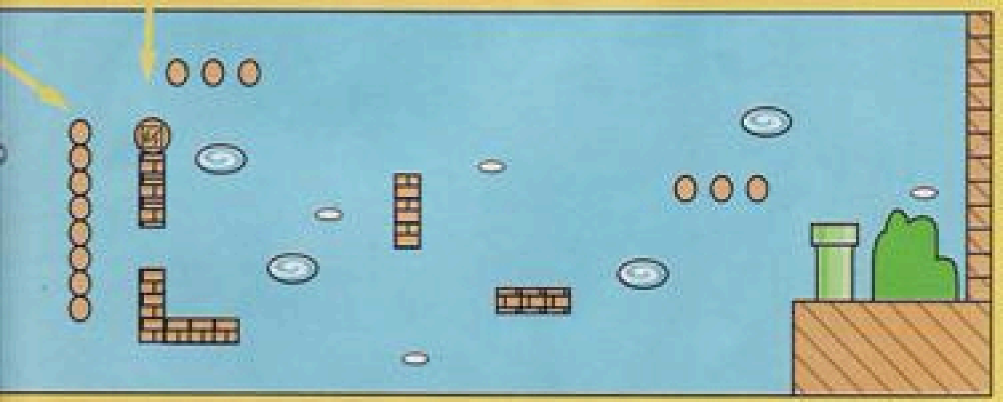
If you stomp several enemies in a row making sure you don't touch the ground, you'll gain more points for each one.

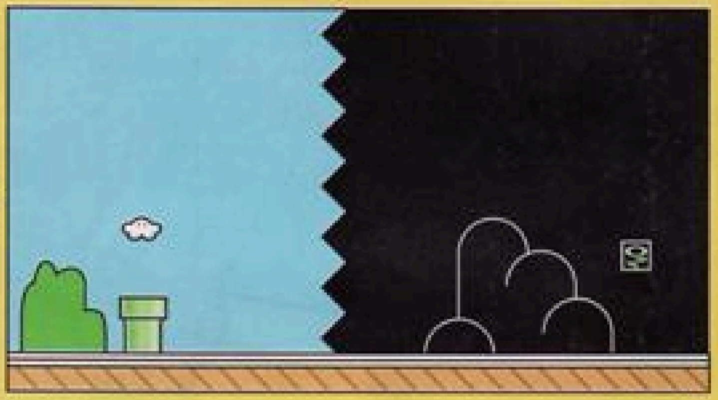


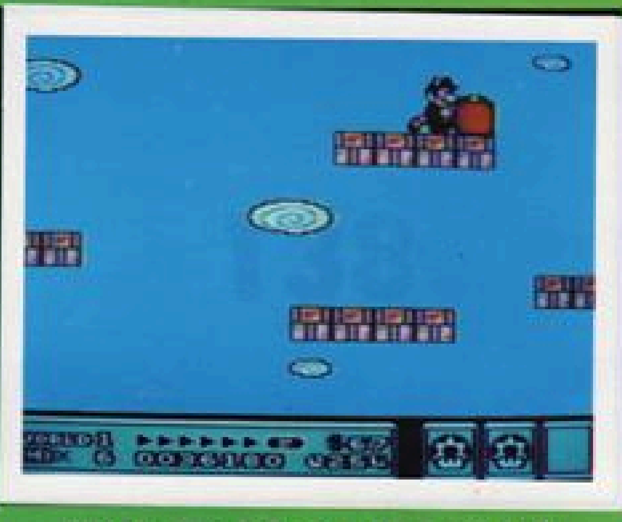




Make sure you collect as many coins as possible, because if you get 44 or more in this World, the White House will appear on the map – inside this is a P-Wing!

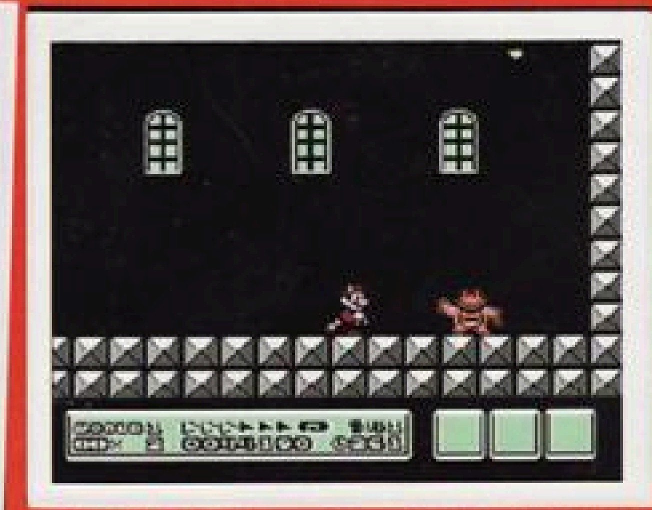






Hit the block here with your tail to get an extra life.





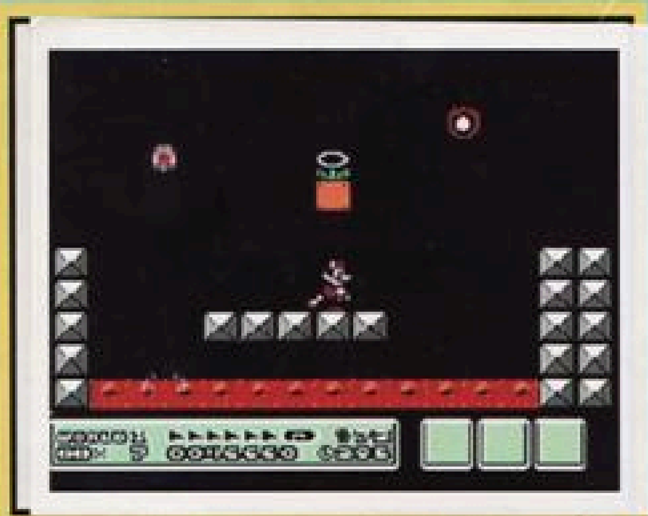
You'll find Boom-Boom in the World 1 Fortress. Stomp on him three times to get extra bonus points!





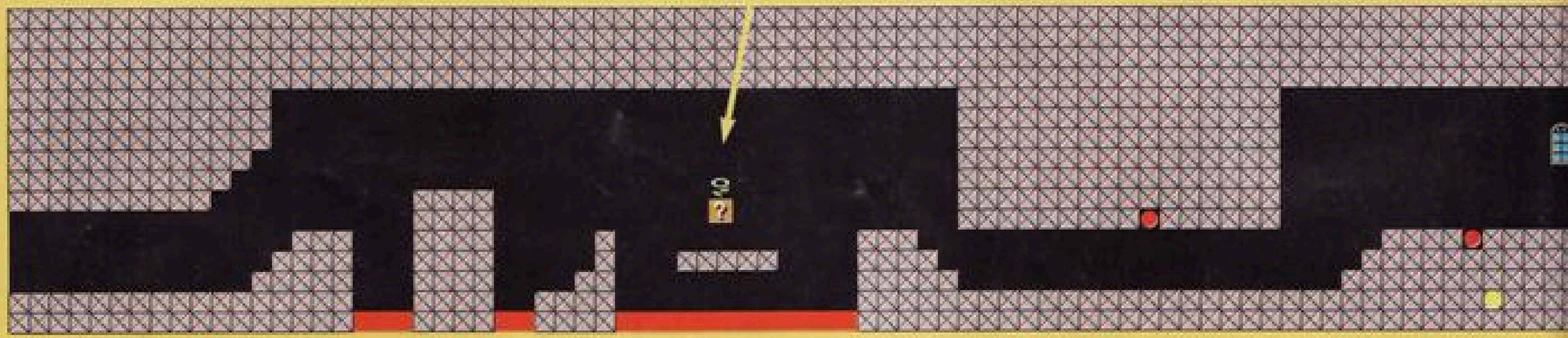


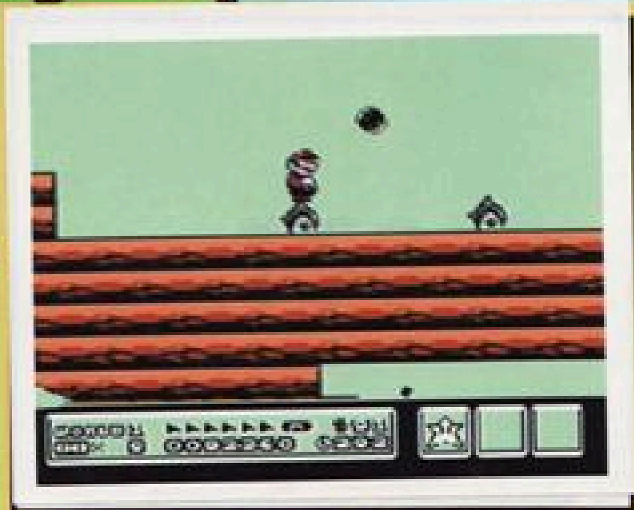
The Para-Goomba is a flying version of an old familiar enemy. Once you jump on him, he loses his wings and becomes an ordinary Goomba.



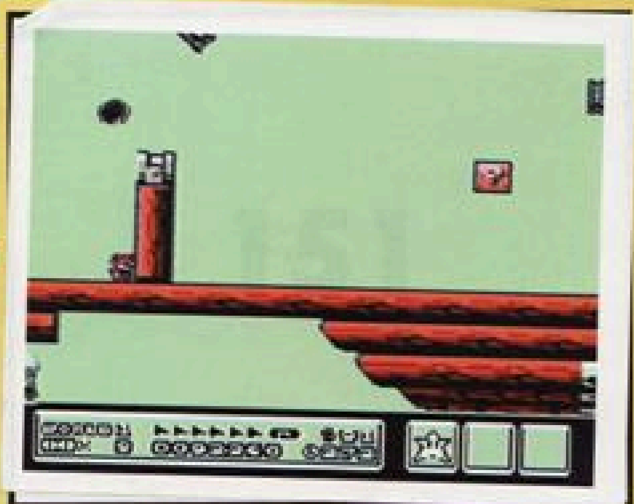
Grab the fire flower at this point for extra shot power!

World

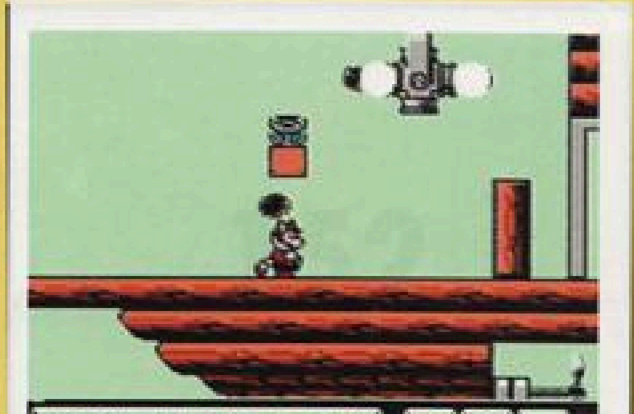




If you stand on top of the cannons, the cannon balls will hit your feet and give you 100 points each time!



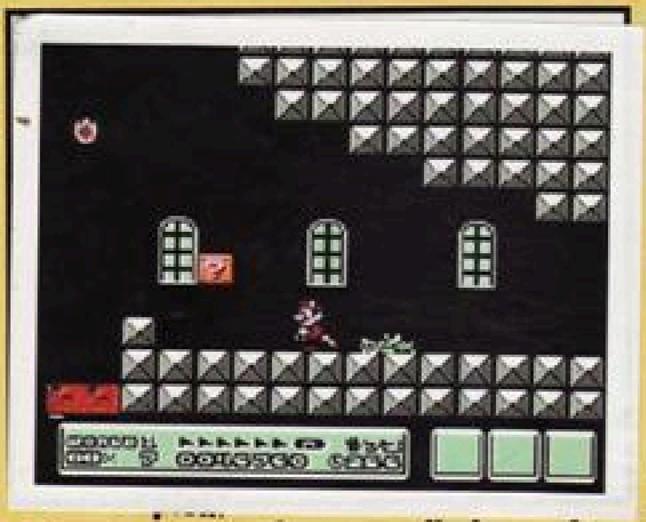
Bullet Bill can't fire at you if you're right next to him so stay up close!

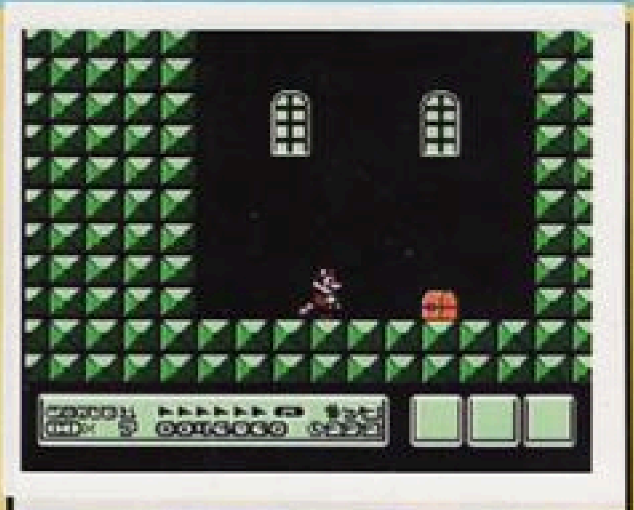


Make sure you grab this only chance of a Power-Up on the airship.



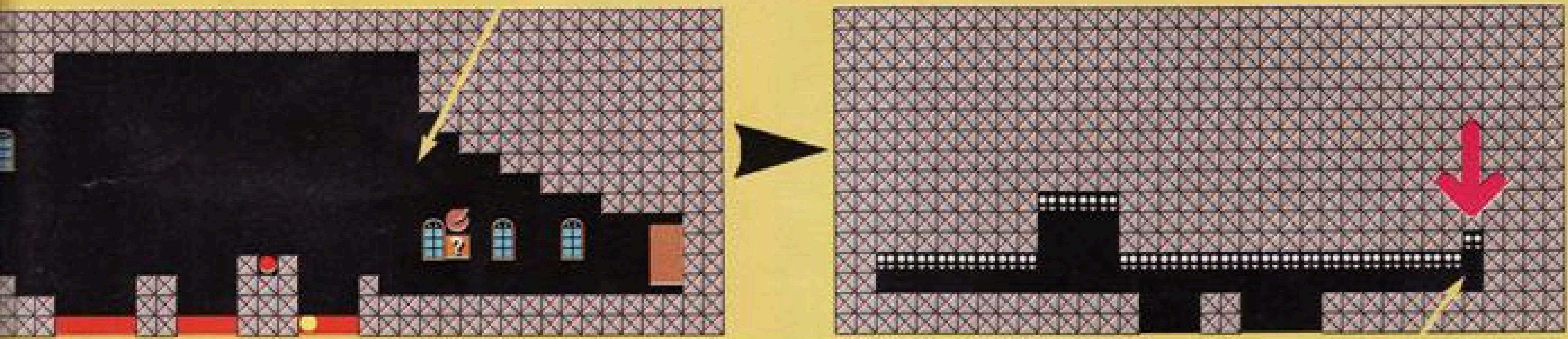
The only way to defeat one of Bowser's offspring is to jump on his head three times! Watch out for their magical powers though!

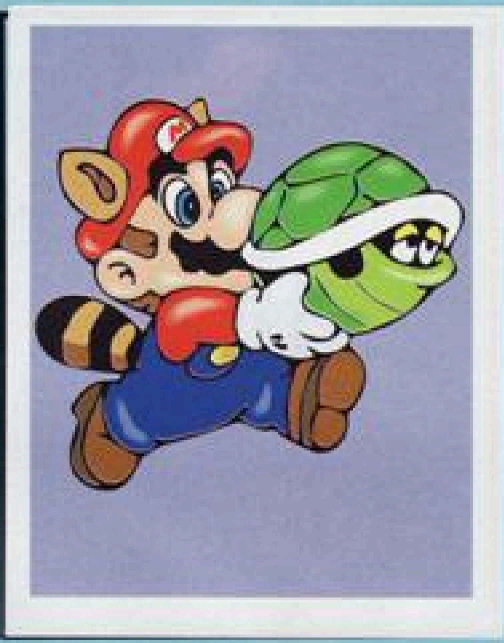




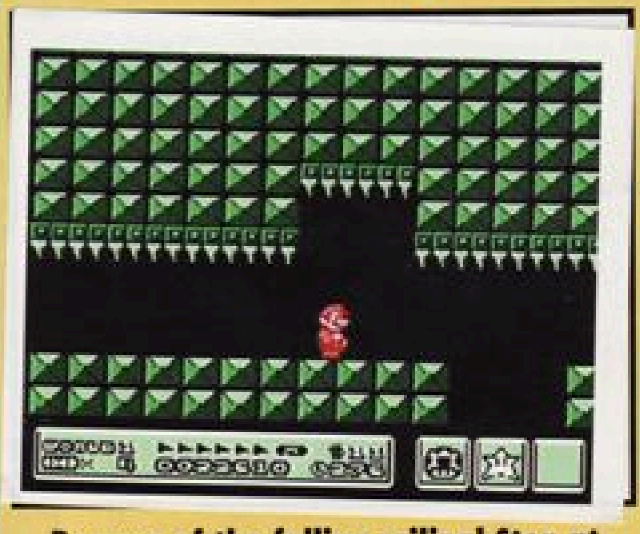
There's plenty of room to fly here after you dispose of Dry Bones. Fly left and up, then right. When you can't go any further, stop flying and press up.

1-Fortress

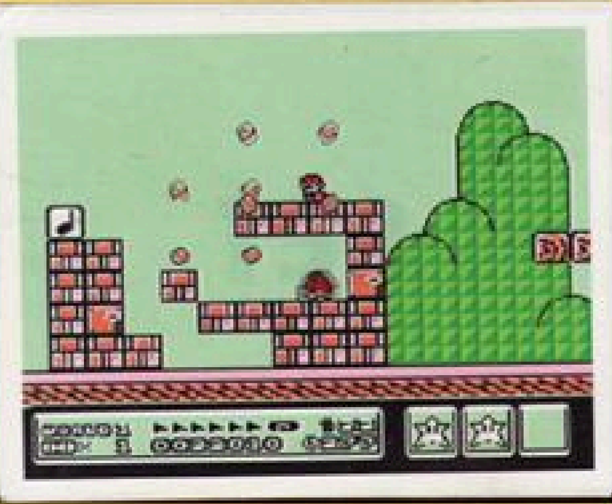




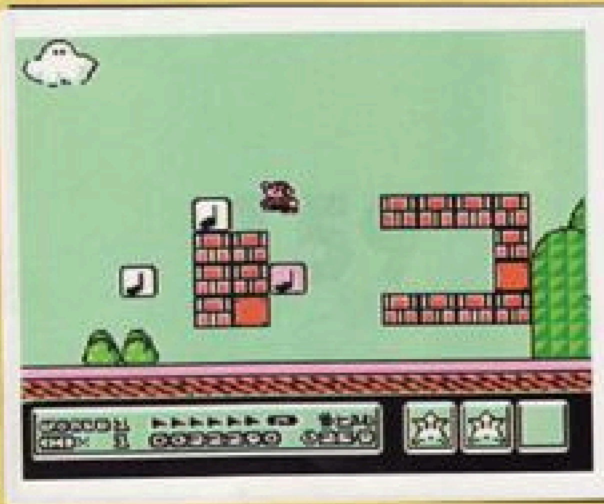
Hold down the 'B' Button to pick up a stomped Koopa and carry him around wherever you like. Simply release the button to bowl him towards other enemies!



Beware of the falling ceiling! Stop at the gaps for a breather, then dash for the door as the roof rises!



Set the turtle spinning off to the left...



...then find the magical note and spring skywards.

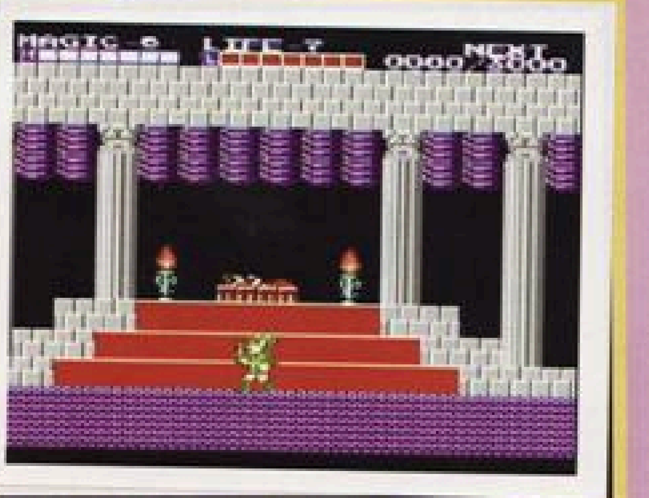
ZELDA II
The Adventure of
LINK™

If Link wasn't exhausted enough in his first adventure, this sequel should do the trick! Now the young hero must wake Princess Zelda from her sleeping spell. To reach her, he has to fight his way through levels of Hyrule which are even more dangerous than last time!

With six magical crystals in hand, he must venture forth into as many perilous palaces as he can so that he can return them to their rightful statues. However, he will first have to overcome hordes of monsters and then defeat the guardian if he is to reach each statue! Only when all six have been placed will he be able to reach Zelda...

As link, you have to travel far and wide across Hyrule, visiting villages and talking to the townsfolk to gain clues and possibly a magic spell or two. Numerous items and artifacts await the most inquisitive adventurer, and once you've got them you can keep them for ever, thanks to the game's battery which saves your journey!

Only the most courageous will be able to survive and tell the tale of "Zelda II - The Adventure of Link"!



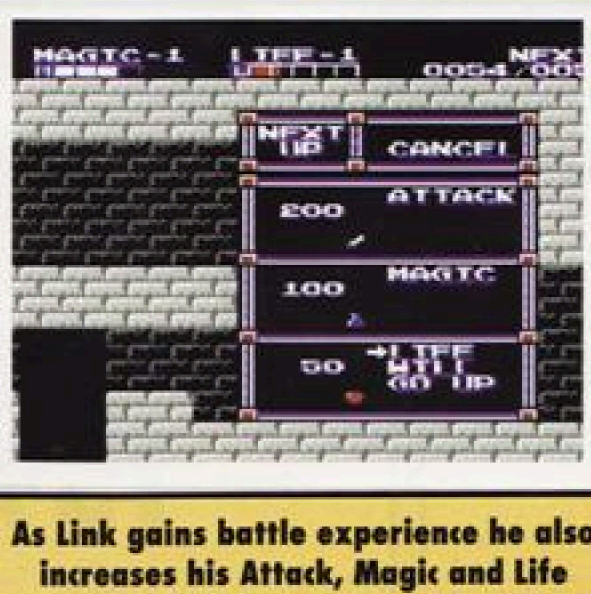
Link's adventure begins from the North Castle. It is from here he must save the sleeping Princess Zelda.



Keep a look out when you're in this area – there's a find worth 50 points!



To defeat this character, activate Reflect then crouch at the left hand side of the screen and wait for a reaction!



As Link gains battle experience he also increases his Attack, Magic and Life powers so build up as much as you can.







Enter the Desert Cave and fight the monsters to reach the desired item...

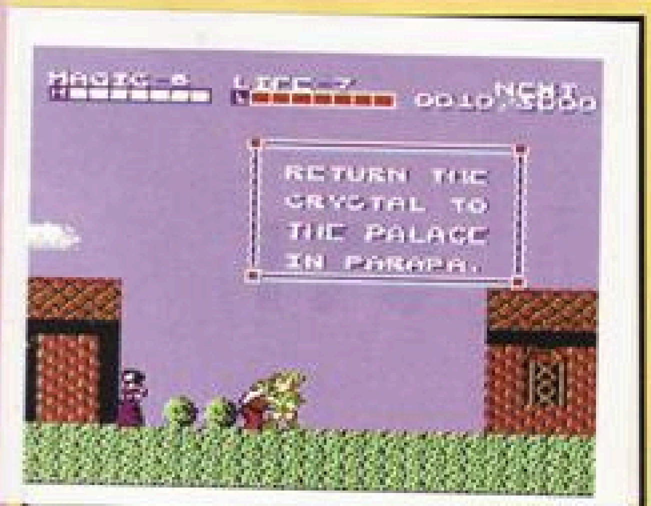
...to be granted the magic spell available to you in Ruto Town.

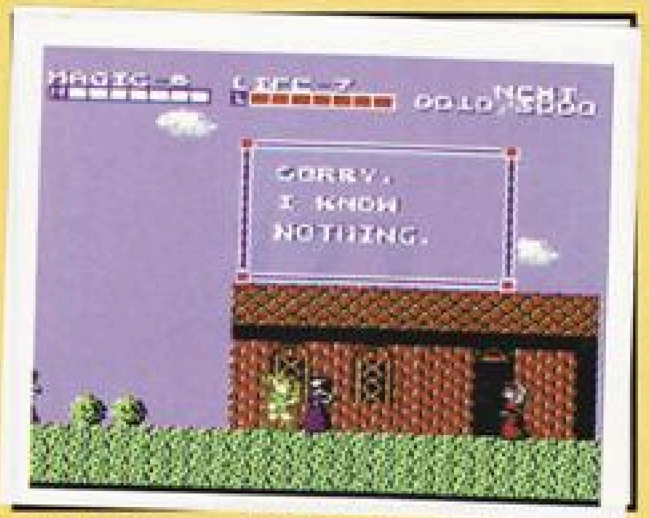


Parapa Cave is pretty dark if you haven't brought the candle, but you can still make it if you're very careful!



Watch out in Parapa Palace as the bridges here aren't built to last. Hurry across them and collect what you need.





When you meet people in towns, push the 'B' Button and talk to them! Some will just say hello but others will give you valuable information.



BEST SCORES

My best scores:

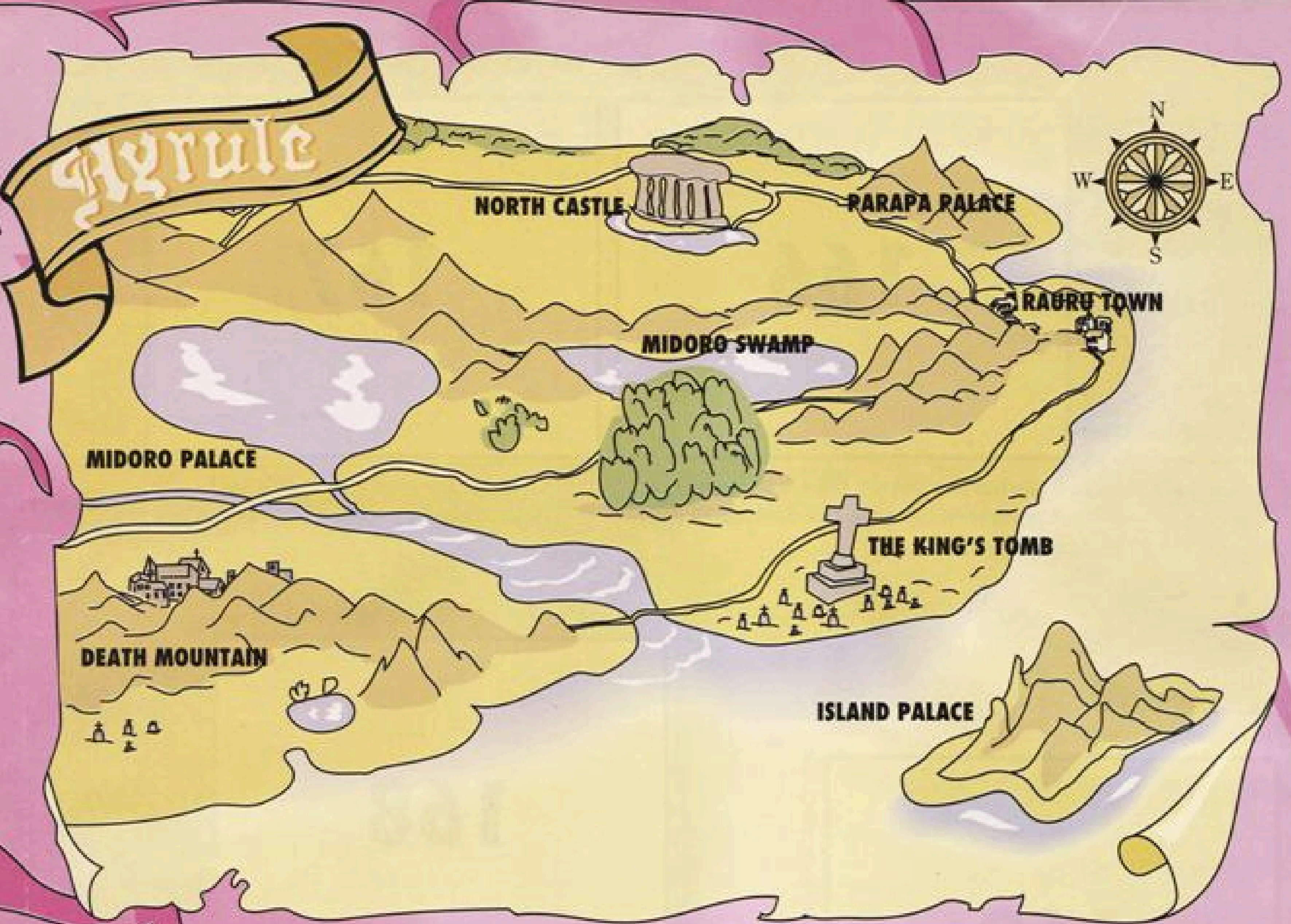
1 ....

2 ....

3 ....

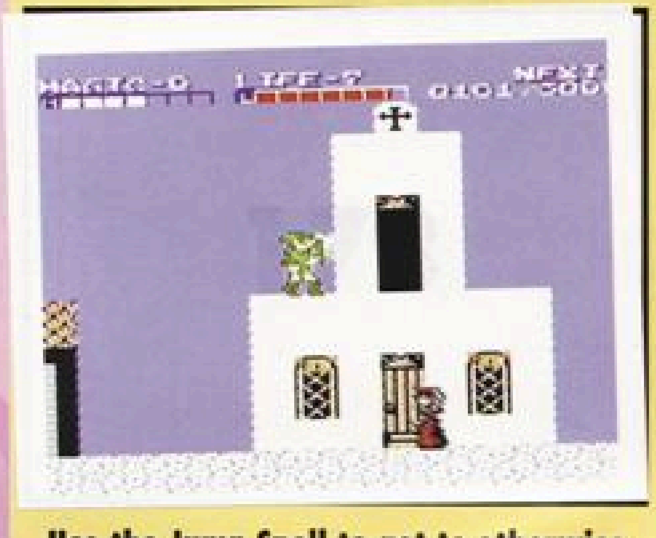
4 ....

5 ....





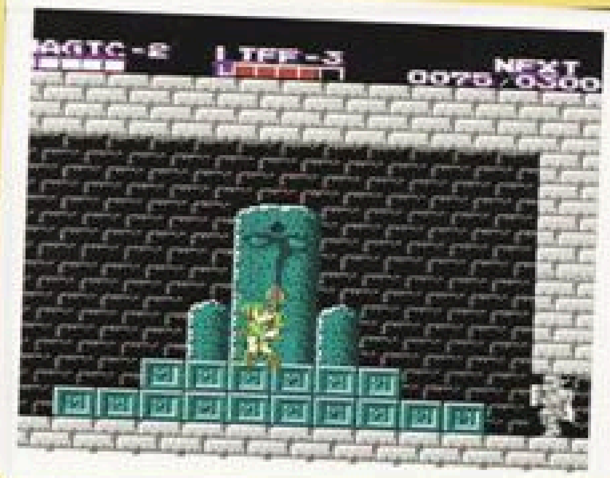
Hyrule is split up by a huge sea and can only be fully explored with a raft.



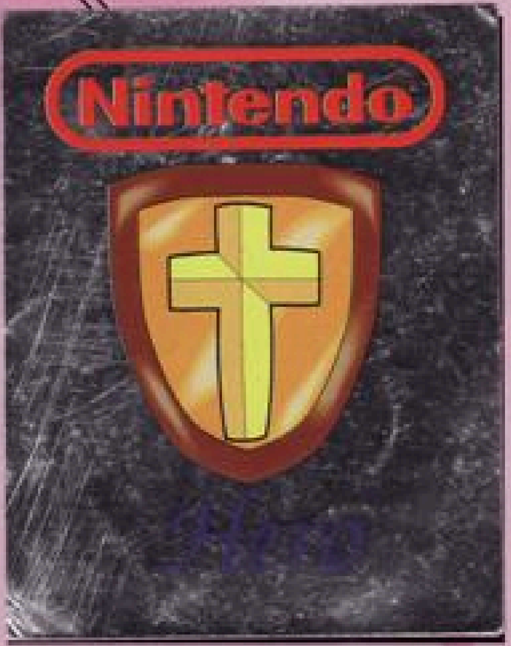
Use the Jump Spell to get to otherwise unreachable doorways...

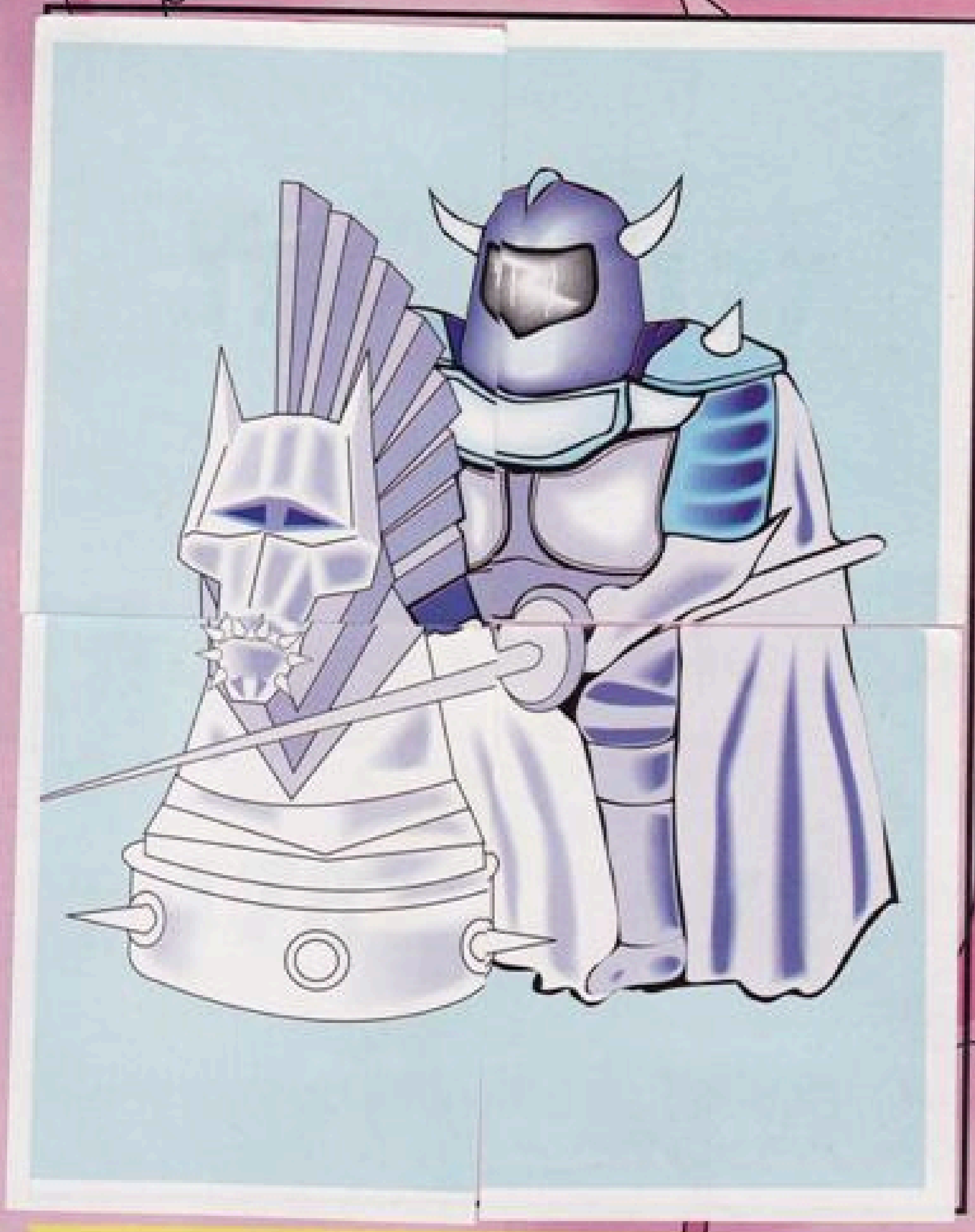


Use the raft found in the Island Palace to get across the sea.

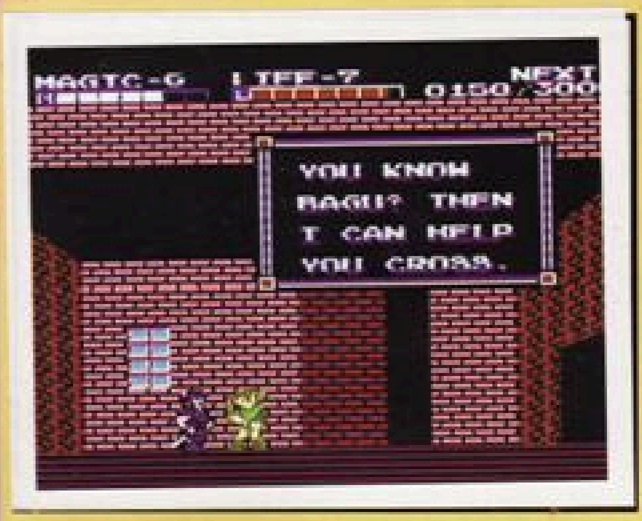


Link can only place a crystal here after he has defeated Horsehead.





Ironknuckle's knives are deadly and his horse makes him invincible. Link must make him dismount by jumping and using downthrust so he becomes vulnerable to attack.



Show Bagu's letter to the river man to get across the Lake to Death Mountain.

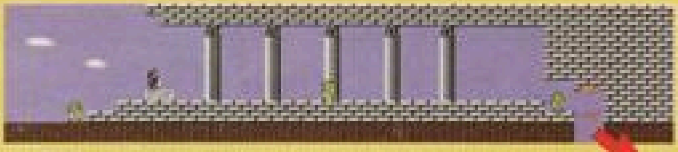


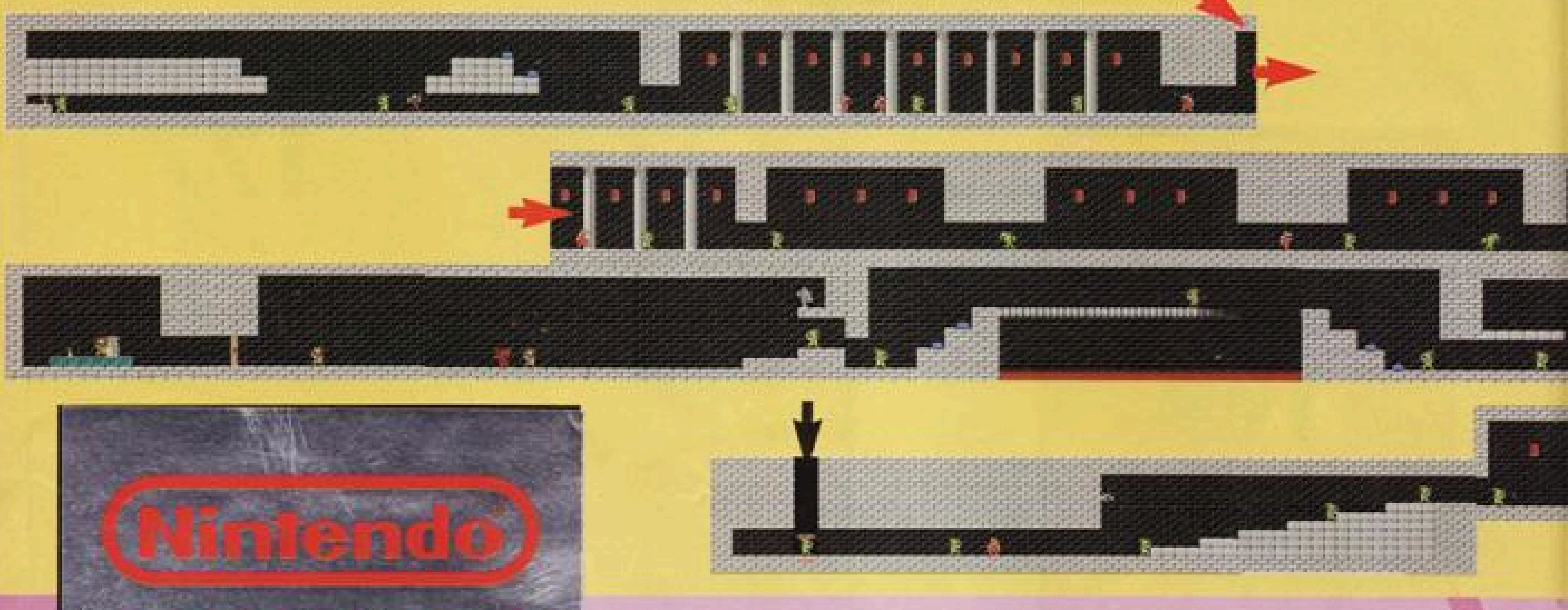
Talk to the slime to get information.



Look for Bagu in the forest – he has an important note for you!

PARAPA PALACE







The Palcae Guards are some of your toughest enemies. Use the spell of the shield as you approach and then stab him with your sword from a crouch.



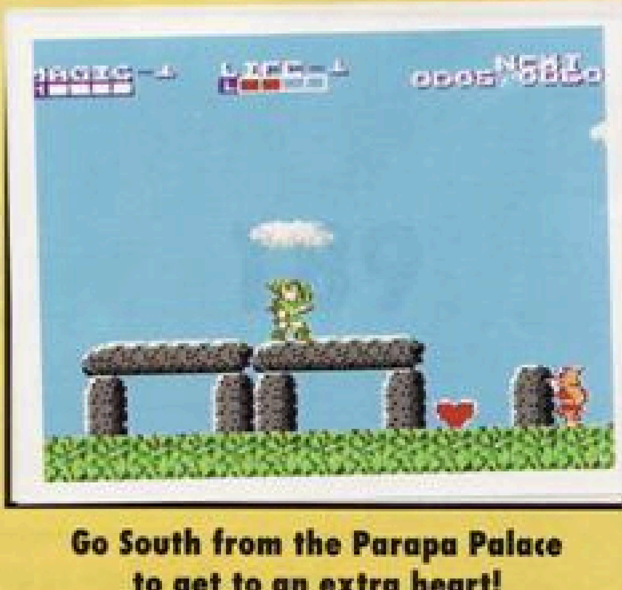
In the Maze Palace, drop down into the Pit and land in the room below on the ledge. You'll find the Winged Boots if you go to the right.



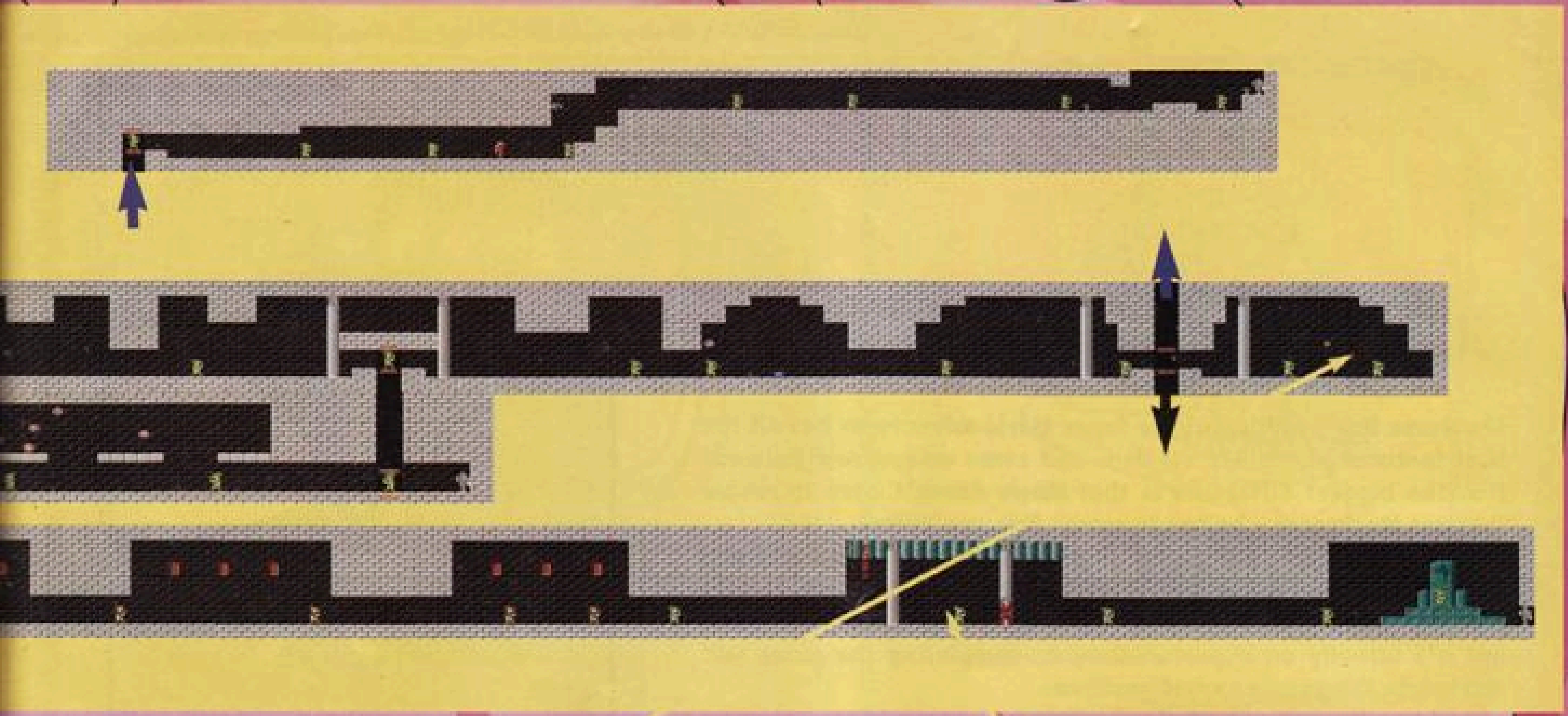
If you have the Shield, you can use the Reflect spell.

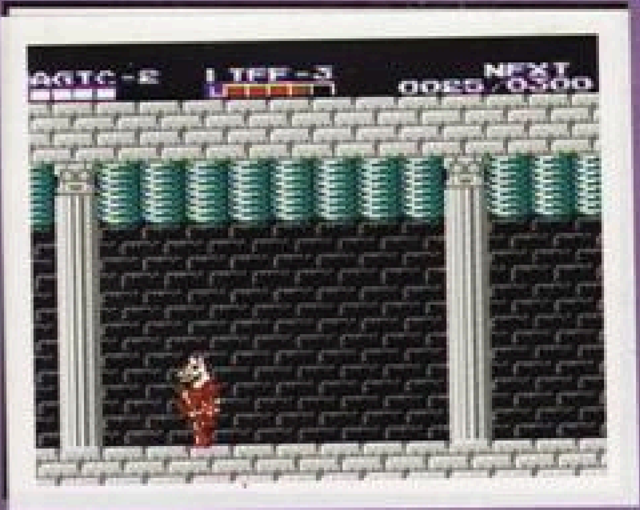


You'll need the candle to negotiate Parapa Palace!



Go South from the Parapa Palace to get to an extra heart!



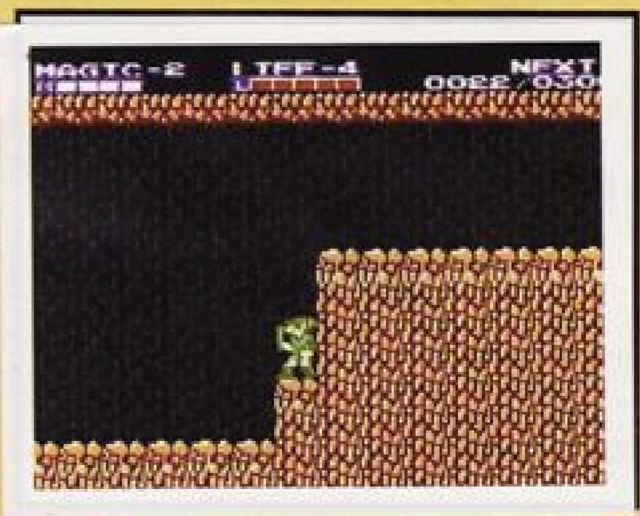




Horsehead's armoured body is impervious to your attack, however striking him directly in the head may have beneficial results.



Evil is not always predominant, this life giving fairy is one of the many friends Link will encounter.



Use the jump spell to reach new heights in the cave near Ruto Town!



Attack Ironknuckle when his defences are lowered!



SUPER MARIO LAND™



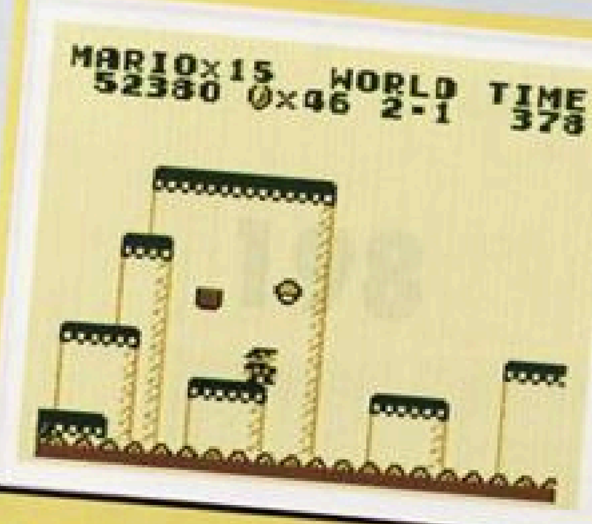
The Game Boy™ edition of the Super Mario adventures has all the best features of the NES versions and some unique new features too. The biggest difference is that Mario doesn't have to rescue Princess Mushroom – he has to rescue Princess Daisy!

Mario has four worlds to conquer here, with an awkward 'boss' to defeat at the end of each. But there's a catch! It may look like Daisy who's greeting Mario after he's beaten the boss, but it's actually an impostor. Only by completing the game will Mario win the genuine royal gratitude.

In Super Mario Land, Mario also has the chance to control some pretty useful vehicles. An aeroplane fires missiles and a submarine releases torpedoes, so the baddies had better keep out of his way...



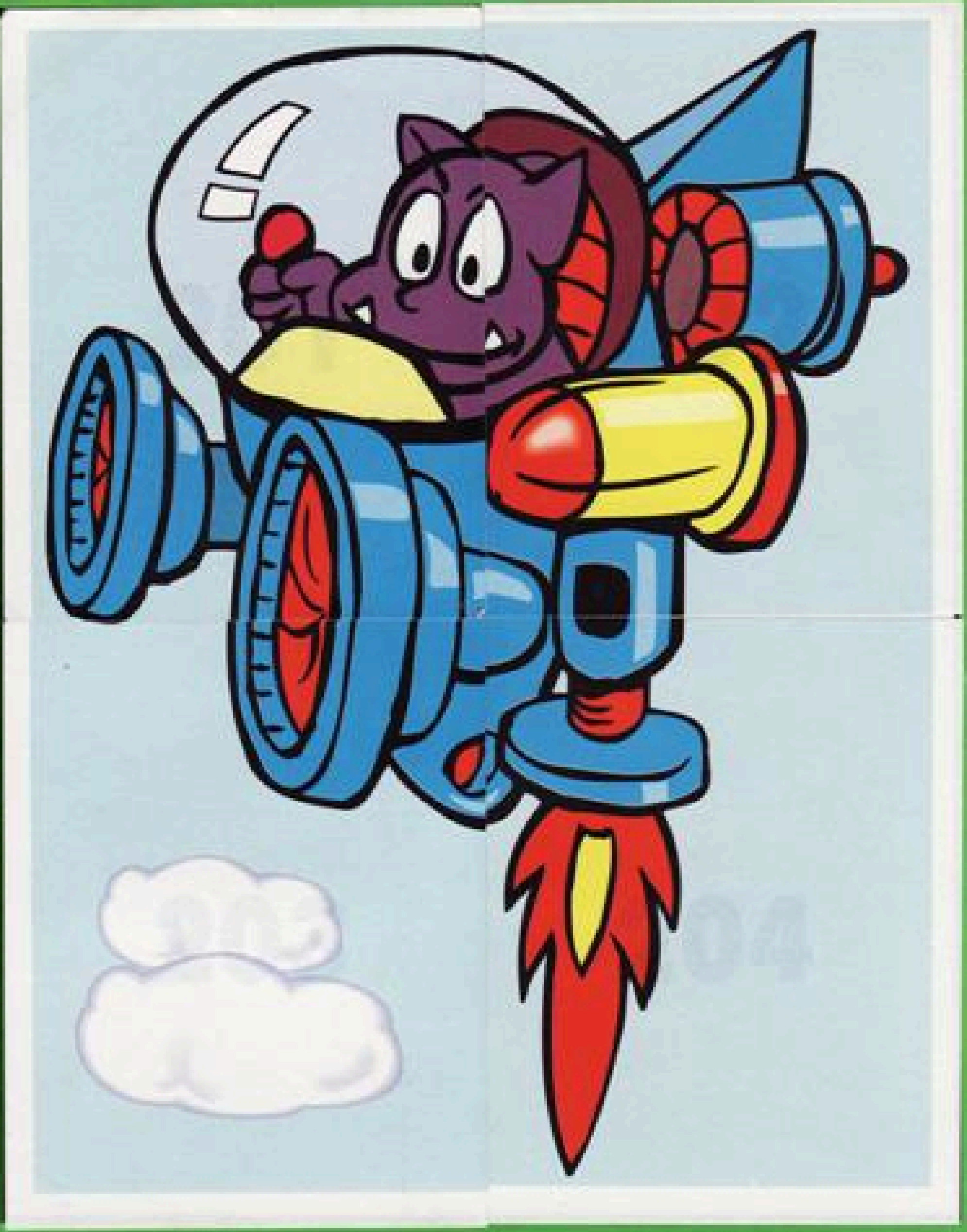
Watch out for these statues, a quick leap is the best way to avoid them.



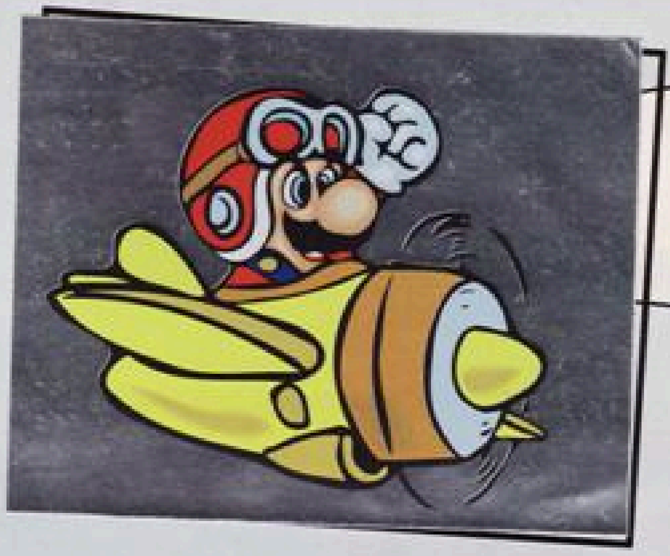
You'll find an invisible Mushroom block here in World 2-1.

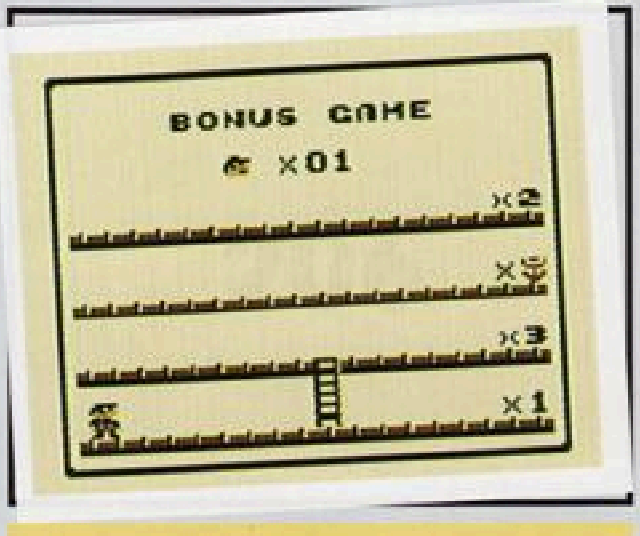


Watch your head in World 3-2! These mean looking spiders will fall from the ceiling just when you think you're safe!



The last enemy to keep Mario from rescuing Daisy is Tatanga. Mario will have to vanquish Pagosu, the war robot, before finally cofronting the evil Tatanga himself. Good Luck!





If you exit a world through the upper door you get a chance to get up to three extra lives in the Bonus Game.



BEST SCORES

My best scores:

1 ....

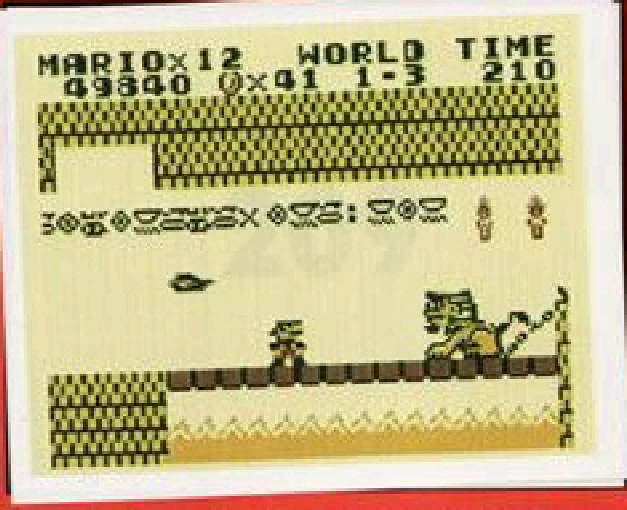
2 ....

3 ....

4 ....

5 ....

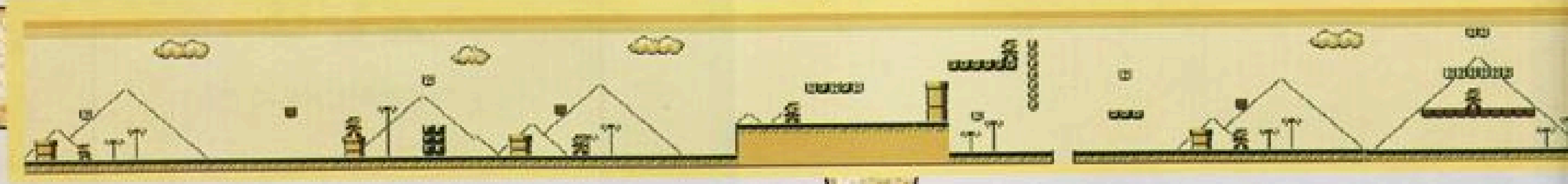


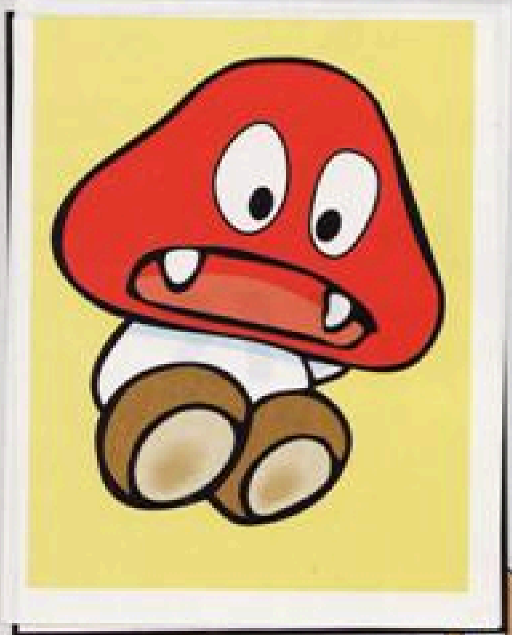


King Totomesu is the boss of The Birabuto Kingdom. Destroy him by throwing fireballs, or simply jump over him to get to the lever.



These jumping fish are only a threat if you run into their sides, so make sure you're always on top of them.

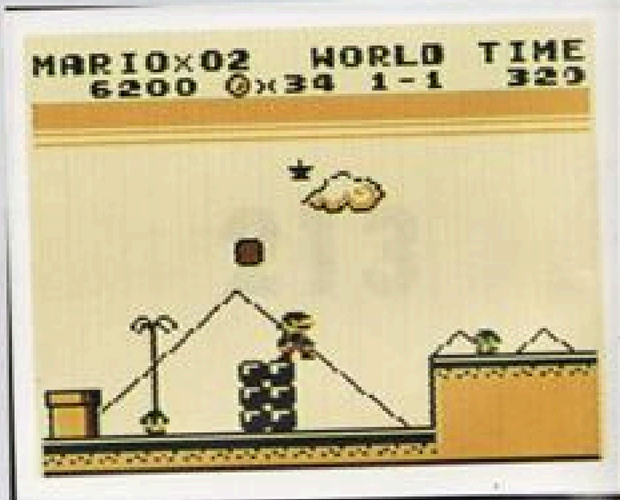




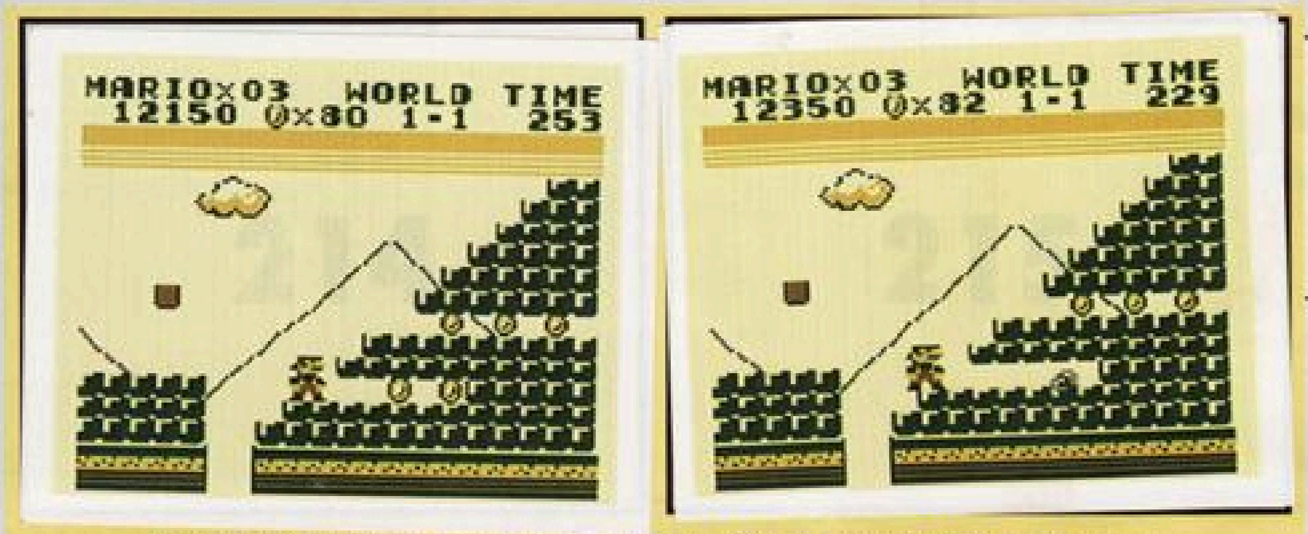
Chibibos are relatives of Goombas, their attacks may be slow but they're still deadly.



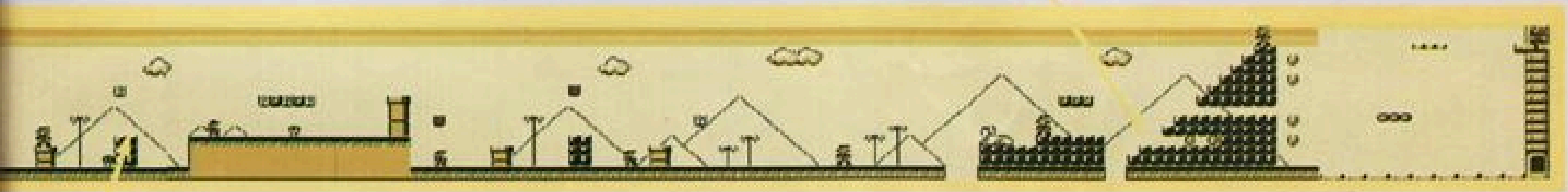
Dragonzamasu, King of the Sea Horses, can be killed using the Marine Pop's guns, if you can avoid his scorching breath.



If you hit this mystery block and collect what comes out you can become invincible, but be warned the effect doesn't last for ever.

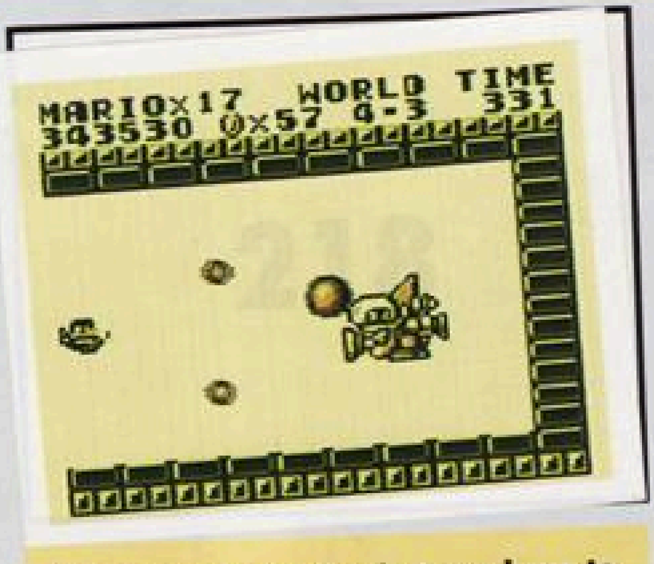


To collect the coins here you'll need to fire a superball into the gap.

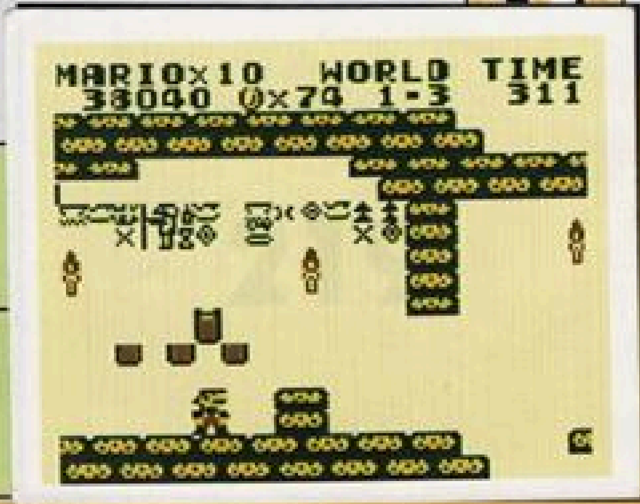




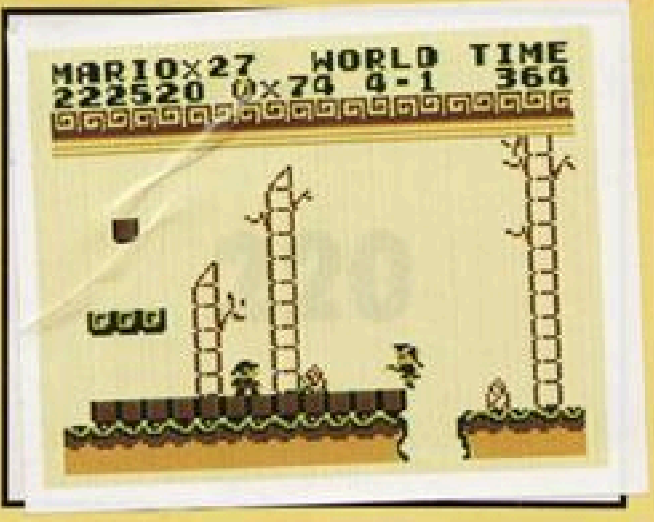
This is no house-plant, these Pakkun flowers will eat our intrepid plumber alive. You can also find them hanging upside down!



To access the level select you have to destroy Tatanga twice in a row.

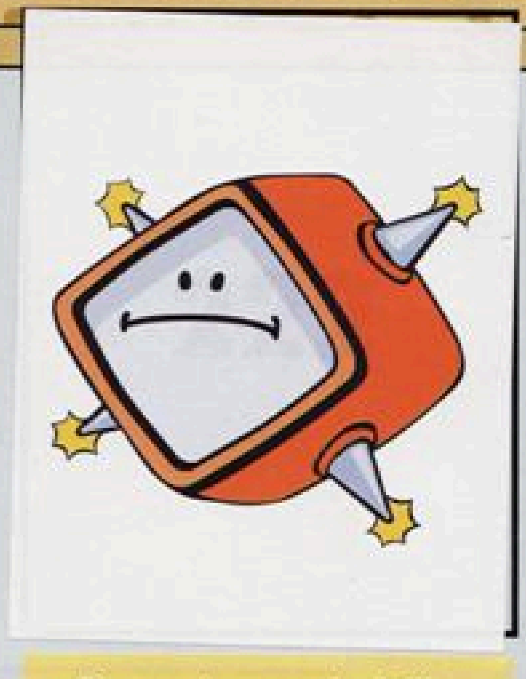


In World 1-3 this hidden lift takes you up to another coin room.

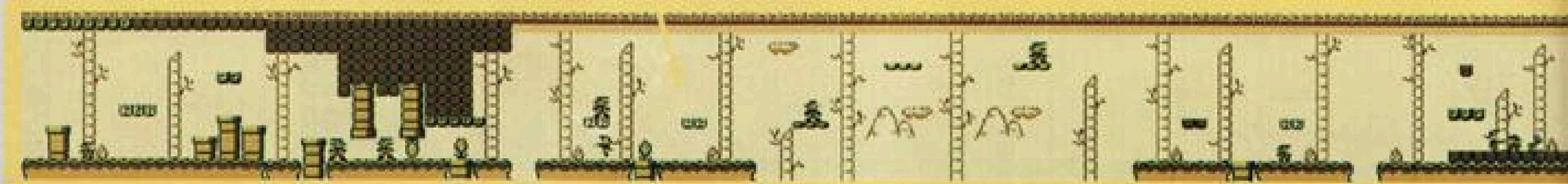


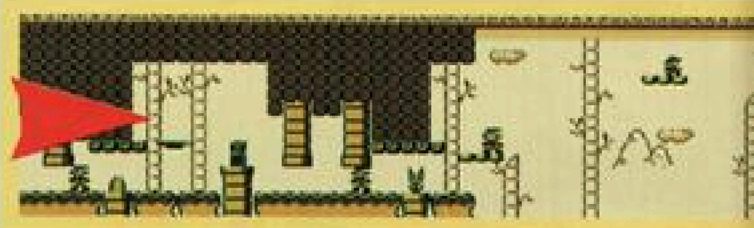
Pinopi has amazing recuperative powers if you jump on him he'll soon be back on his feet, so get going!





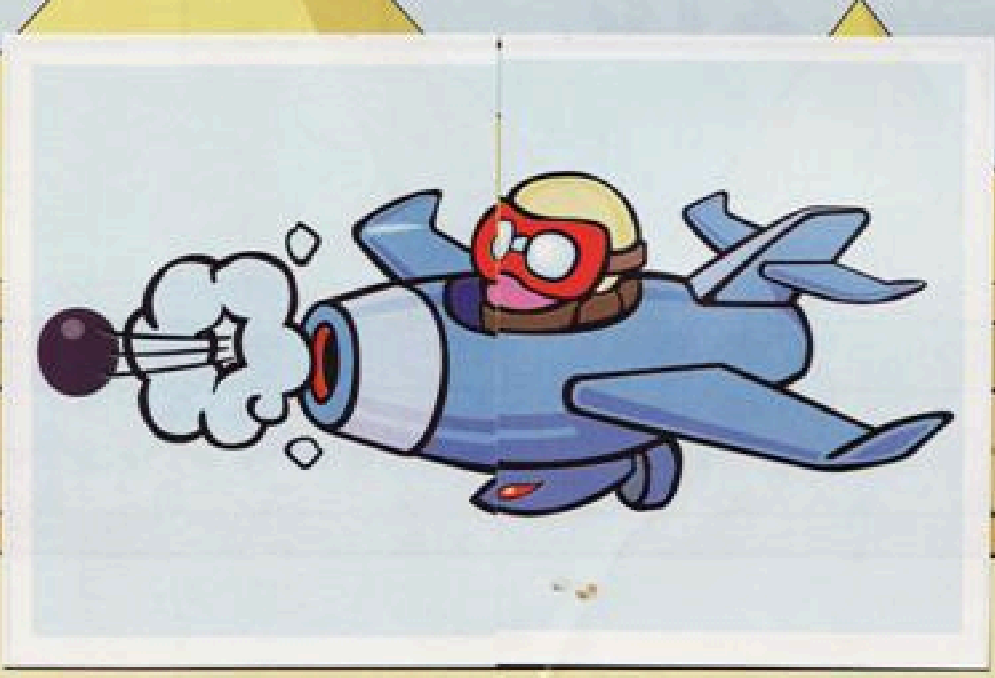
These mines can look like coins but they're deadly and take ten hits to destroy.



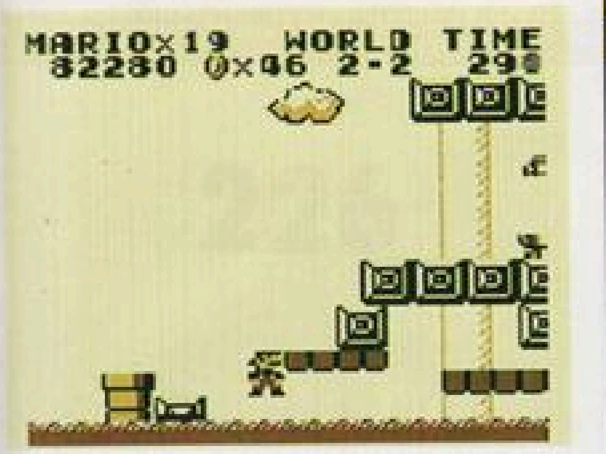




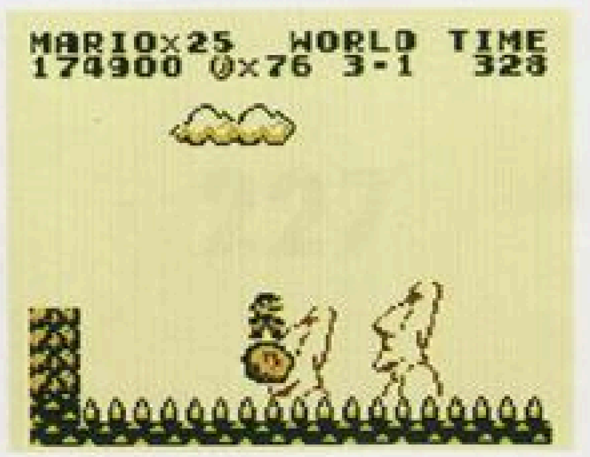
These chickens aren't as friendly as they look. If you let one get past you he'll swoop at you so be warned!



These enemy planes are really deadly; if they get past you you'll end up with a missile on your tail!



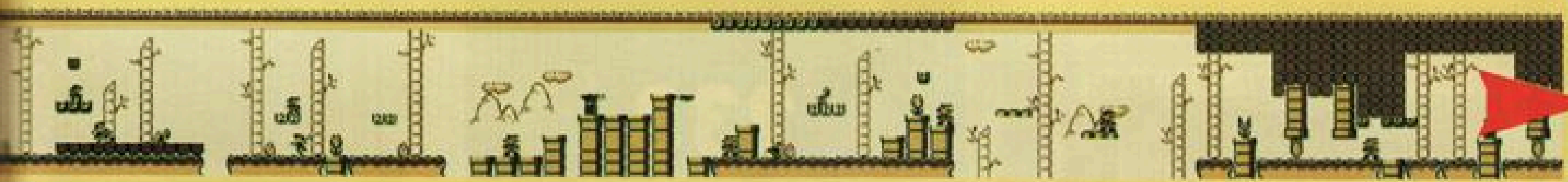
To reach the lower passage here, jump on the invisible floor covering part of the gap. Be careful, though as you must be small enough to fit!

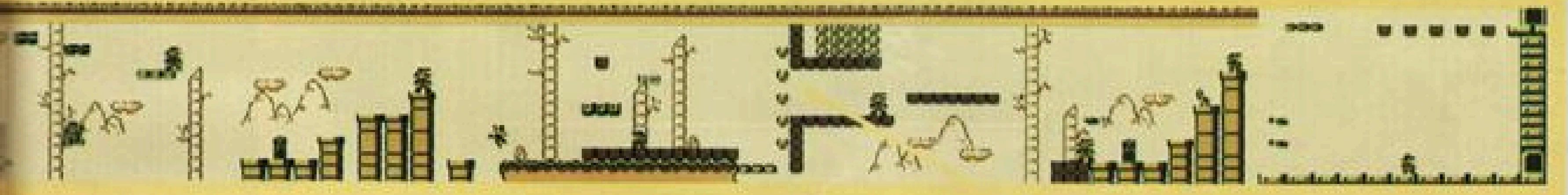


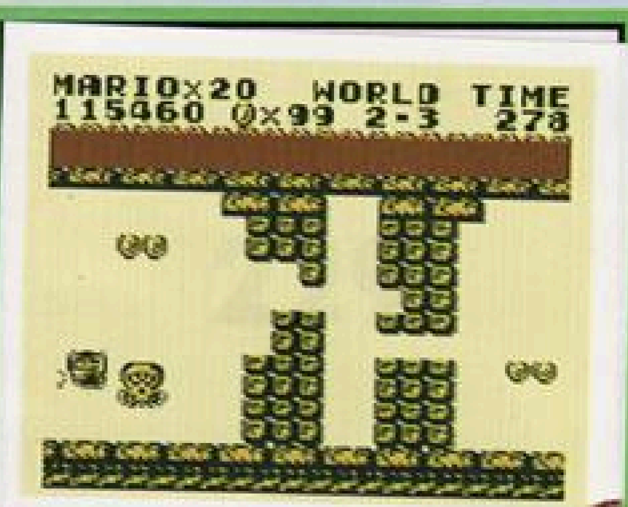
To cross the spikes in World 3-1 you'll need to hitch a ride on a boulder!



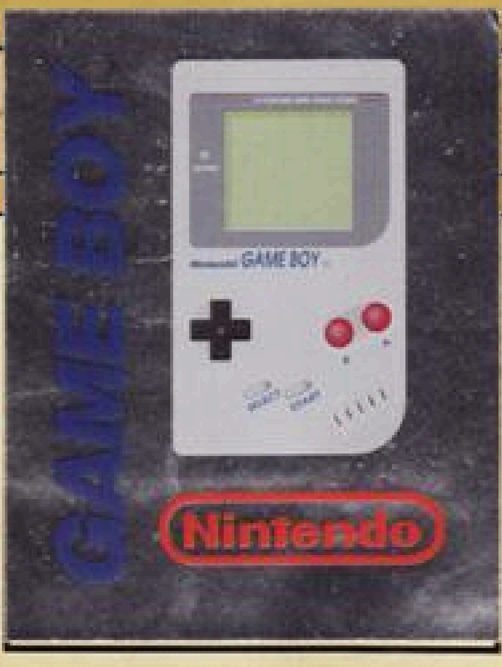
The twirling fireballs can be tricky. If it is rotating around a block, leap onto that block and run off after the fireball passed over you.

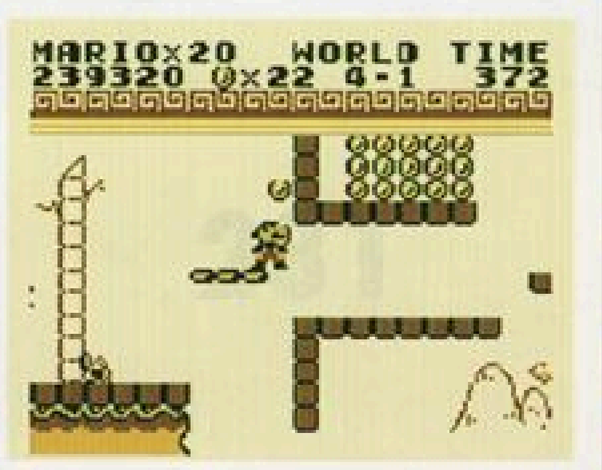






If you kill a Gunion it'll explode into bits which can kill you, so watch out! If you have problems, just go round them.





When you're on this platform, jump up and you'll find a secret 1-Up heart!

DR. MARIO™

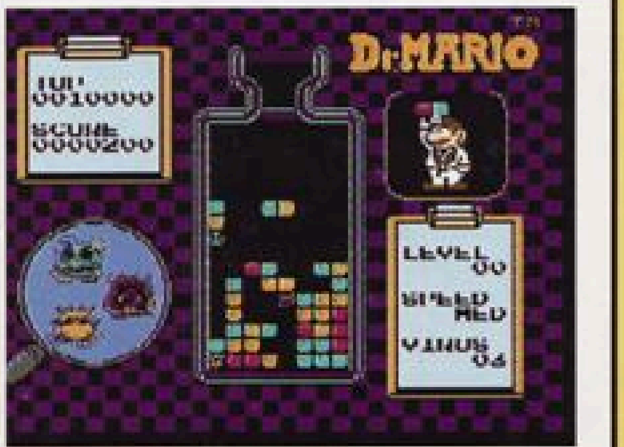
It's Dr. Mario for an intense new challenge! Mario throws multi-coloured vitamin capsules into a bottle that contains an ugly variety of nasty viruses. You can move, shift or spin the capsules as they fall.

Arrange them to align with other capsules on top of the virus. If you can get four or more of the same colour in a row, 'Poof!' they disappear!

Destroy all of the viruses in the bottle and you progress to the next round where things get even more difficult than before.

This mind-bending game is great to play on your own or you can enjoy simultaneous 2-player action!



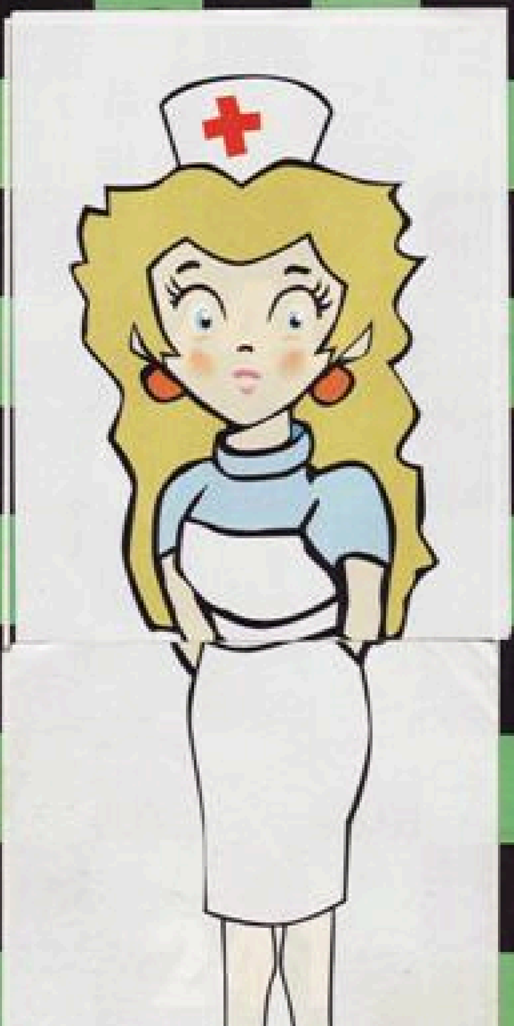


Wait for the right moment, then 'turn' the capsule to place it.



Look for good places for doubles!





Every Doctor needs an assistant and the Nurse is here to help!



On the higher levels, play it safe with horizontal lines.



Push those viruses out and clean up the Clinic!

GOLF

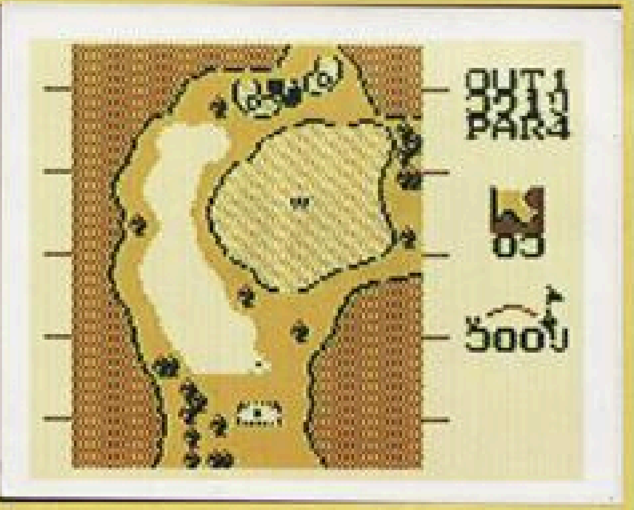


"Golf" on the Nintendo Game Boy™ has everything you'd expect to see in the real game. There's bunkers, roughs and water hazards to compete with and you'll even have to learn how to cope with the weather as the computer gives you the wind strength and direction at each hole.

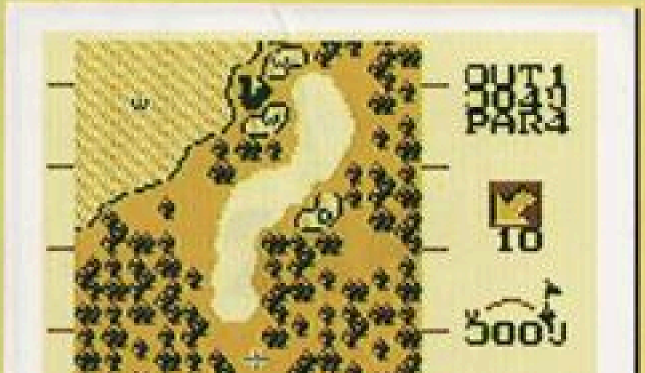
There's two courses to choose from, one in Japan and one in the USA, but if you're only a beginner you'll find the Japanese greens much easier to cope with.

If you have a particularly good game (or even a bad one for that matter) the Game Boy™ "Golf" cartridge has a built-in battery so you can save your scores and amaze your friends later!

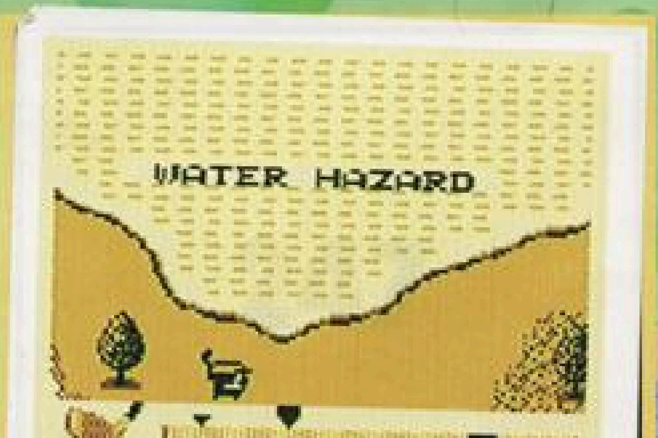
You can play the computer for a real challenge but if you've got a Video Link™ Cable you can connect your Game Boy™ to a friend's and have twice the fun on this great hand-held simulation!



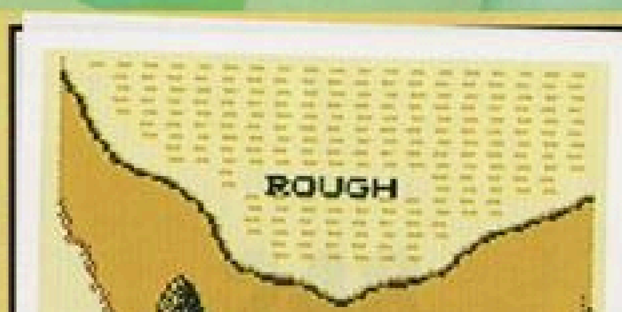
Hole 1 - Japanese Course.
This hole is fairly straightforward. Be careful of the sloping green, though.



Hole 1 – USA Course.
This hole is a lot harder than it looks. Choose your shot wisely and watch out for the trees.



Water Hazard.
Avoid the water at all costs. You'll lose your ball as well as a shot!



Rough.
Try to keep on the fairway and out of the rough or you'll waste lots of time!





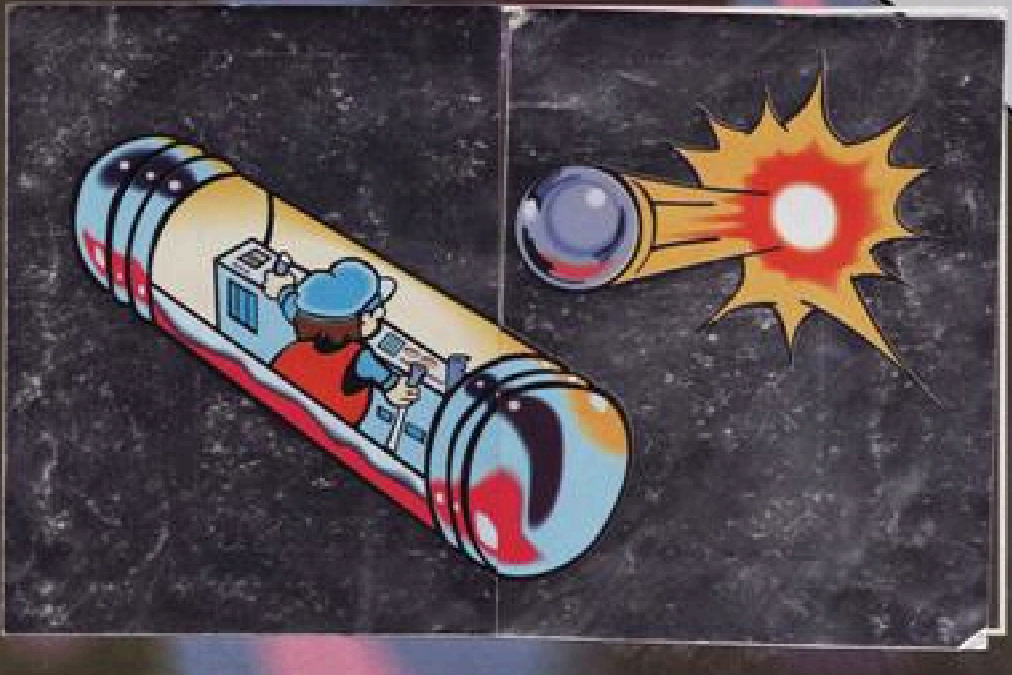


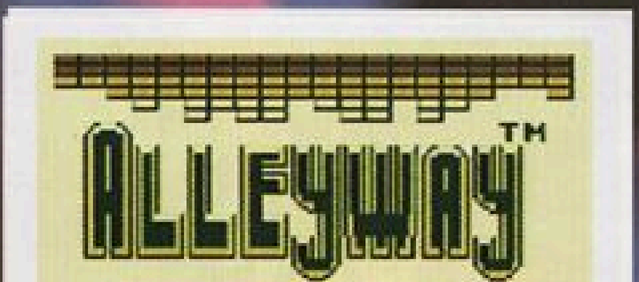
ALLEYWAY™

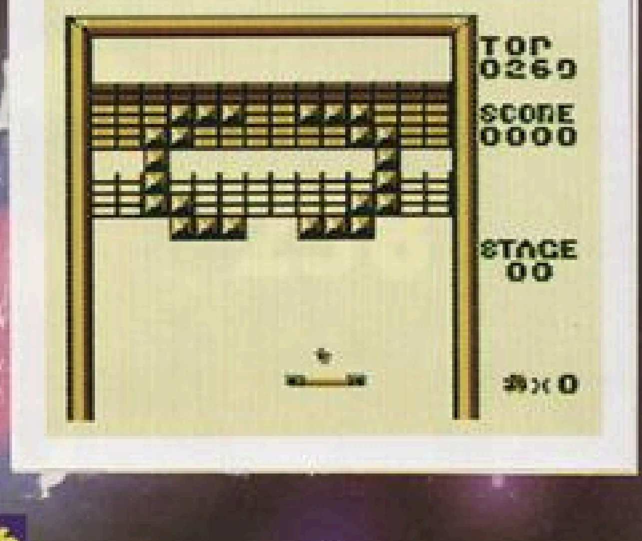
Join Mario in controlling the 'ship' "Alleyway" on the Game Boy™ and destroy as many blocks as you can as quickly as you can.

The object of the game is to hit the descending ball with the paddle (Mario's 'ship') so that it rises up to demolish the blocks at the top of the screen.

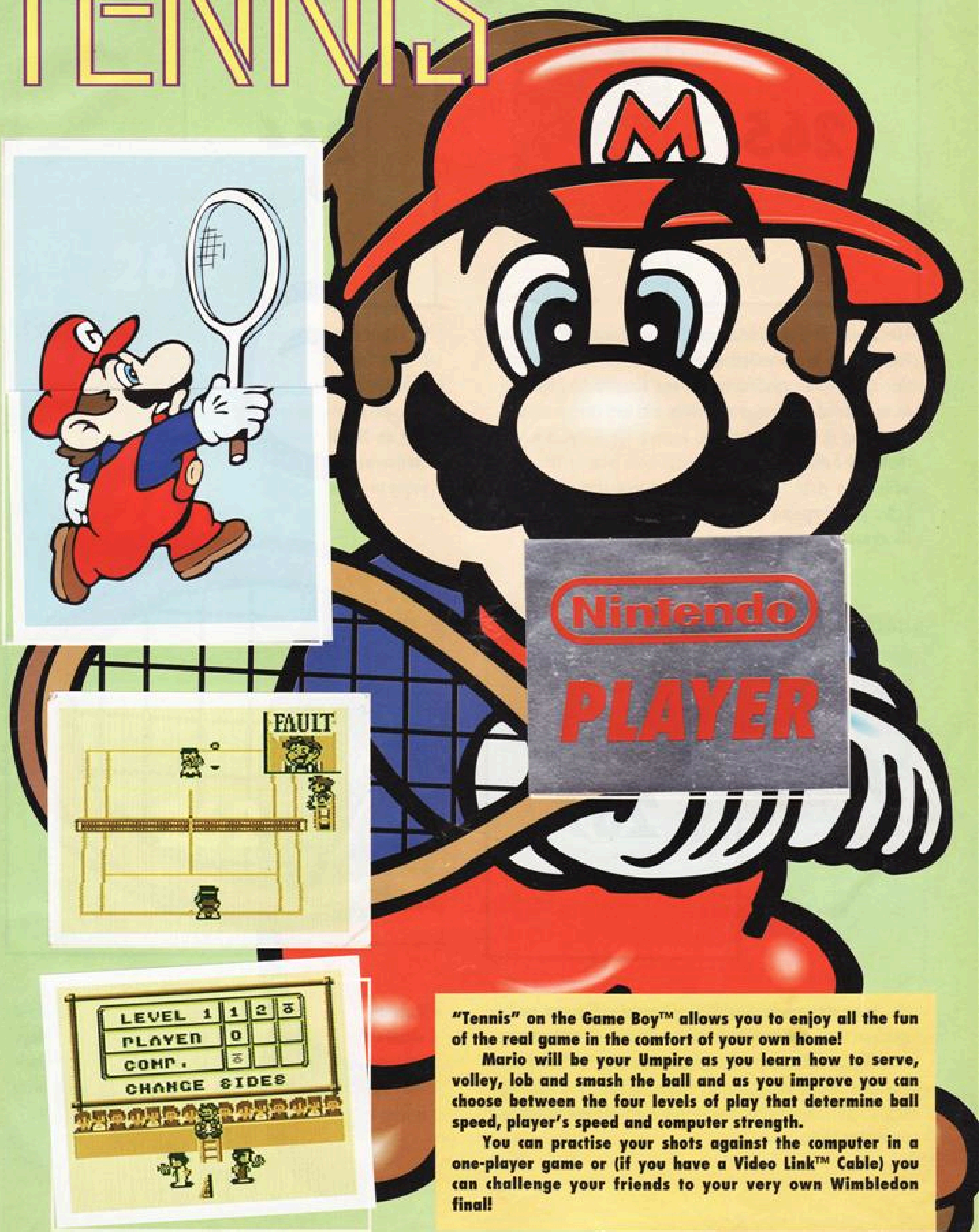
When you've got rid of all the blocks the stage is over and you move on to the next. With 32 stages in all, you'll have hours of fun with this exciting game of skill!







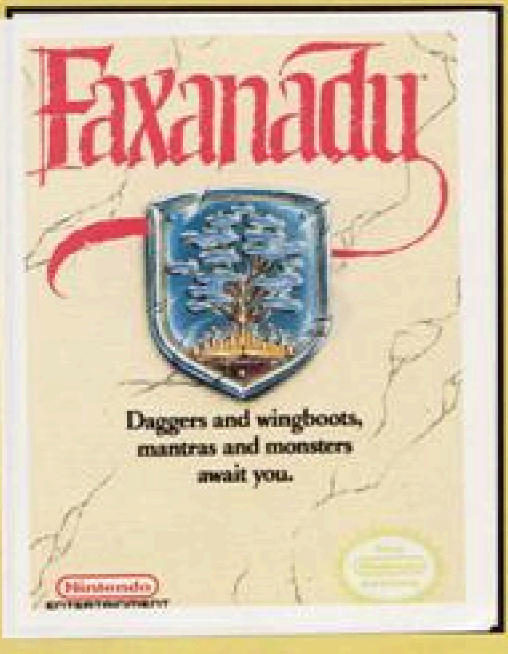
TENNIS



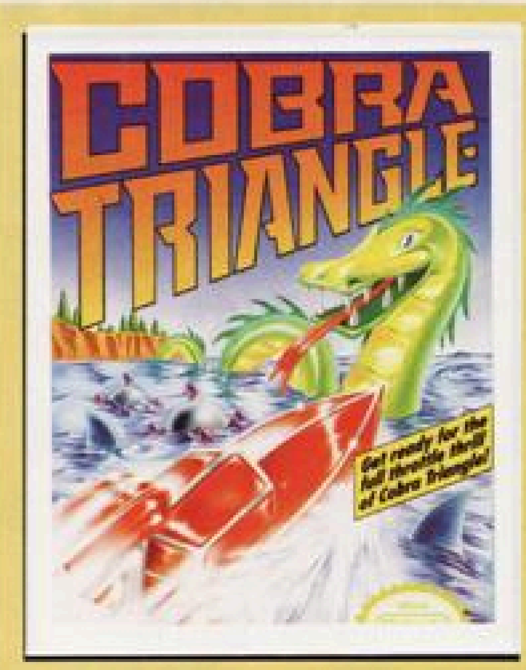
"Tennis" on the Game Boy™ allows you to enjoy all the fun of the real game in the comfort of your own home!

Mario will be your Umpire as you learn how to serve, volley, lob and smash the ball and as you improve you can choose between the four levels of play that determine ball speed, player's speed and computer strength.

You can practise your shots against the computer in a one-player game or (if you have a Video Link™ Cable) you can challenge your friends to your very own Wimbledon final!



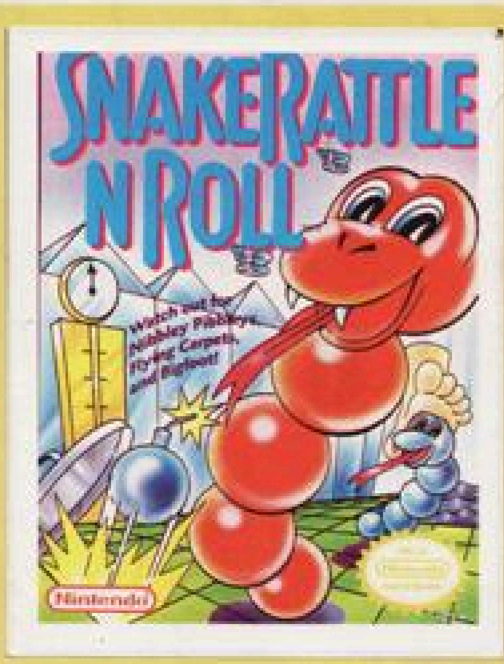
The town of Eolis is in great danger, and the elven inhabitants have called on you to save them! Travel through the surrounding towns and countryside, battling all manner of dangerous monsters and evil creatures, and searching in every nook and cranny for magical items that will help you in your quest. Your aim in this epic adventure is to destroy the great evil that threatens Eolis, yet it's going to be one immense struggle for even the most experienced adventurer!



Rev those engines, check your guns and prepare yourself for the fastest, most dangerous journey of your life. Your Cobra Class speed boat has to dodge whirlpools and logs, defeat sea monsters and jump waterfalls, and thats just on the first level! As you progress through the stages you'll really need those reflexes if you aren't going to end up all washed up.



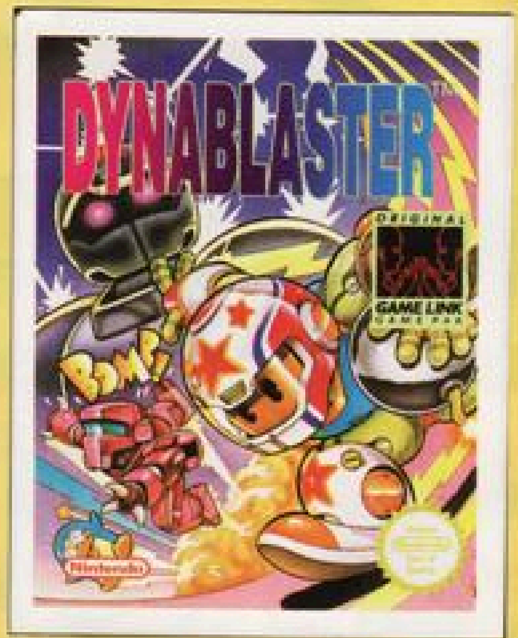
Pin Bot puts arcade pinball in the shade. Flippers move quicker than the eye can follow, bumpers and chutes smash your ball across the galaxy. The evil Pin Bot dares you into battle after battle, confusing you with flashing lights and colours. Pin Bot is the best pinball action in your own home.



Race to the moon through 11 levels of action. Duck and weave as hurtling anvils and exploding Nibbley Pibbleys try and stop Rattle and Roll, two snakes, make their way up the perilous mountain. Play on your own or with a friend and get ready to Snake Rattle 'n Roll.



Ever wanted to be a Formula One racing driver? Fulfil your wish with "F1-Race", the hottest most portable racing action around. Take corners at over 250kph Travel the world with fourteen tracks to chose from. Practice in time trials. Chose from two specially designed cars, and play with up four friends with the incredible Four Player Adapter™.



Enter the explosive world of "Dynablaster", where time bombs are your only defence and a monster lurks around every corner. You'll need to bomb your way out of each maze, taking out the enemies as you go, but watch out for flying debris!



When you begin, the "Qix" has the screen to itself, it's sneaky, it's snakey, it's an unpredictable energy field. It rotates, stretches, shortens and changes directions in flash. "Qix" tries to catch your Diamond cursor before you can claim 75% of the screen.



Test two types of skill with this Naval action game. The first game is strategy orientated, position your ships and try to find your opponents vessels. Then submerge yourself in a submarine battle periscope to periscope with the enemy.


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